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AMIGA FORMAT

SPECIAL COLLECTOR'S ISSUE

£4.50 ■ JUNE 1995 ■ ISSUE 72

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New and improved – or have GPSoft gone off the rails?

Ultimate Soccer Manager
Impressions enter the world of football management...

High Seas Trader
... and board ship to battle the seas. Death or glory?

PLUS:
Celebrate 10 years of the Amiga

the first 10 years

Speedball 2



High Seas Trader



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AMIGA GOLD FORMAT

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- Once installed the program is transparent to the user
- Works on any Amiga with any Kickstart

DISK EXPANDER £25

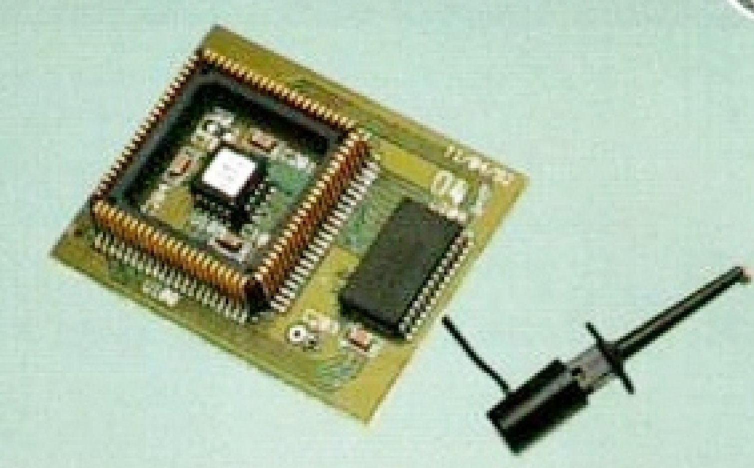
FLOPPY EXPANDER

Floppy Expander allows you to fit about 1.5MB on a standard floppy drive and an amazing 3MB when used in conjunction with the XL Drive 1.76MB. This is achieved by compressing data 30 - 70% of its original size, which all of this happens automatically.

FLOPPY EXPANDER £10

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AMIGA GOLD FORMAT

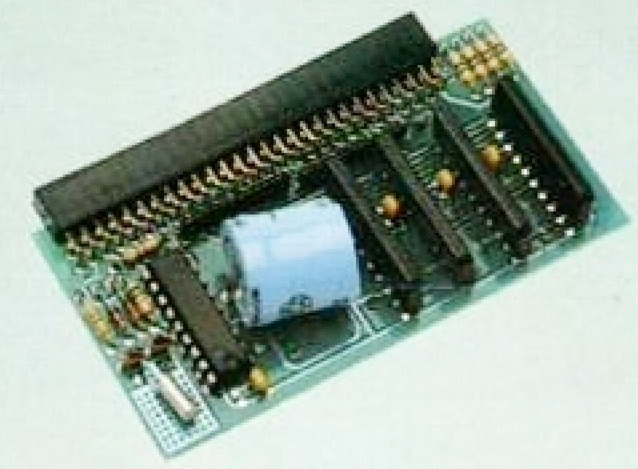


Increase your Amiga 500/2000 chip RAM to a total of 2MB. MegaChip does this by using its own 1MB of RAM and drawing extra memory from any other RAM you have installed in your Amiga. No soldering required.

MEGACHIP RAM £159

RAM UPGRADES

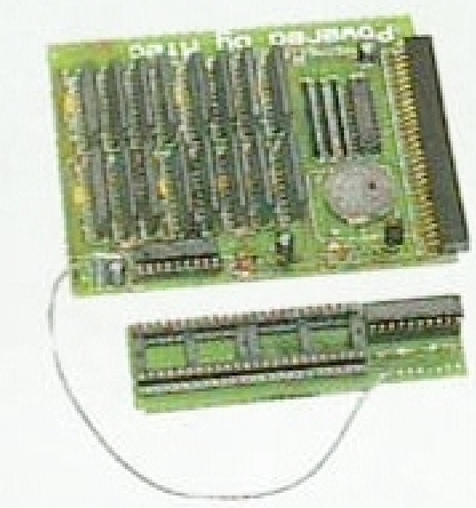
AMIGA GOLD FORMAT



We manufacture a vast range of memory cards for all the Amiga range of computers.

512K RAM WITH CLOCK £24
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2.05 ROM CHIP £25
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3.1 A3000/A4000 ....£95

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POWER SCANNER 4



The award winning Power Scanner includes the following features:

- Scan in 24-bit (16.7 million colours) at upto 200DPI (all Amigas, not just AGA)*
- Scan in 256 greyscales at up to 400DPI (all Amigas not justAGA)
- Full control of scanner mode from s/w*
- Thru' port for printer connection
- Fully supports AGA chipset
- Save images in avariety of formats
- Display HAM8/24-bit images on a non-
- AGA Amiga (via image conversion)
- Full editing facilities
- Many image processing functions inc. brightness, colour, contrast, relief, scale
- Add colour to black and white images and even convert them to 24-bit
- Compatible with all Amigas

System Requirements
2.04 ROM or above, Minimum 1MB
Recommended 2MB or above
*Only available on Colour PowerScanner 4

POWERSCAN 4 B/W £99
POWERSCAN 4 COLOUR ...£199
OCR (when purchased with scanner) . . .£20
OCR SOFTWARE £49
POWERSCAN 4 S/W ONLY £20
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WARP ENGINE BARE £699
WARP ENGINE 28MHZ £799
WARP ENGINE 33MHZ £899
WARP ENGINE 40MHZ £1099

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POWER SUPPLY £39.95

Beware of external hard drives that use power from the Amiga external floppy port.

EPSON GT-6500



The Epson GT-6500 24-bit colour A4 flatbed scanner has output resolutions up to 1200DPI in 16.7 million colours, greyscale and line art. The GT-6500 comes with software, cables and manual.

GT-6500 POWERSCAN £599
GT-6500 IMAGE FX £689
DOCUMENT FEEDER £399

EPSON STYLUS

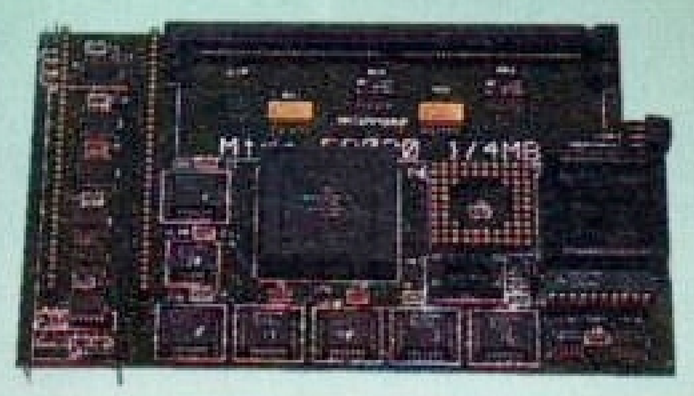


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SPECIAL OFFER
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Studio II Software £489

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Full 68020 processor with MMU
Works with all A500's, A500+
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Up to 4MB FAST RAM
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Supports Kickstart remapping
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68020 A500 BARE £99
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IN THE WORLD'S BEST-SELLING AMIGA MAGAZINE THIS MONTH

AMIGA FORMAT

ISSUE 72 ■ JUNE 1995

AMIGA NEWS



The future of the Amiga lies in the hands of Escom. We talk exclusively to Escom's Bernard van Tienen. p11

Escom win the buy-out battle. We've got the exclusive story direct from the American courts. p10

MAIN FEATURE



The first prototype Amiga was displayed in June 1985 at the Consumer Electronics Show in Chicago. Celebrate a decade of Amiga achievement with our 13-page feature. p21

SERIOUSLY AMIGA

Introduction 85

Cyberstorm 060 87
Exclusive review of the new super-fast Motorola 68060-based board that could form the basis of the next-generation Amigas. There are only 12 of these boards in Europe – we bring you the first review.

HiQ PowerStation 92
How a Squirrel SCSI interface and a PC-style case could change the way you see and use your A1200. The PowerStation offers many expansion possibilities, but is it right for you?

Directory Opus 5 97
Can the latest version of the leading Amiga directory utility live up to the remarkable 98 per cent standard set by *version 4*? Another *Amiga Format* exclusive review.

Siegfried Antivirus Professional 101
The fight against viruses continues with the release of a new virus checking program boasting many unique features.

Twist 2 104
This powerful new program from Germany aims to set new standards for Amiga databases. But can it really deliver the goods? We give *Twist 2* the *Amiga Format* treatment.

SCREEN PLAY

Page 41



Ultimate Soccer Manager p48
Test your skill as the man in the camel hair coat. Includes handy bung option.

Every new Amiga game reviewed and rated!



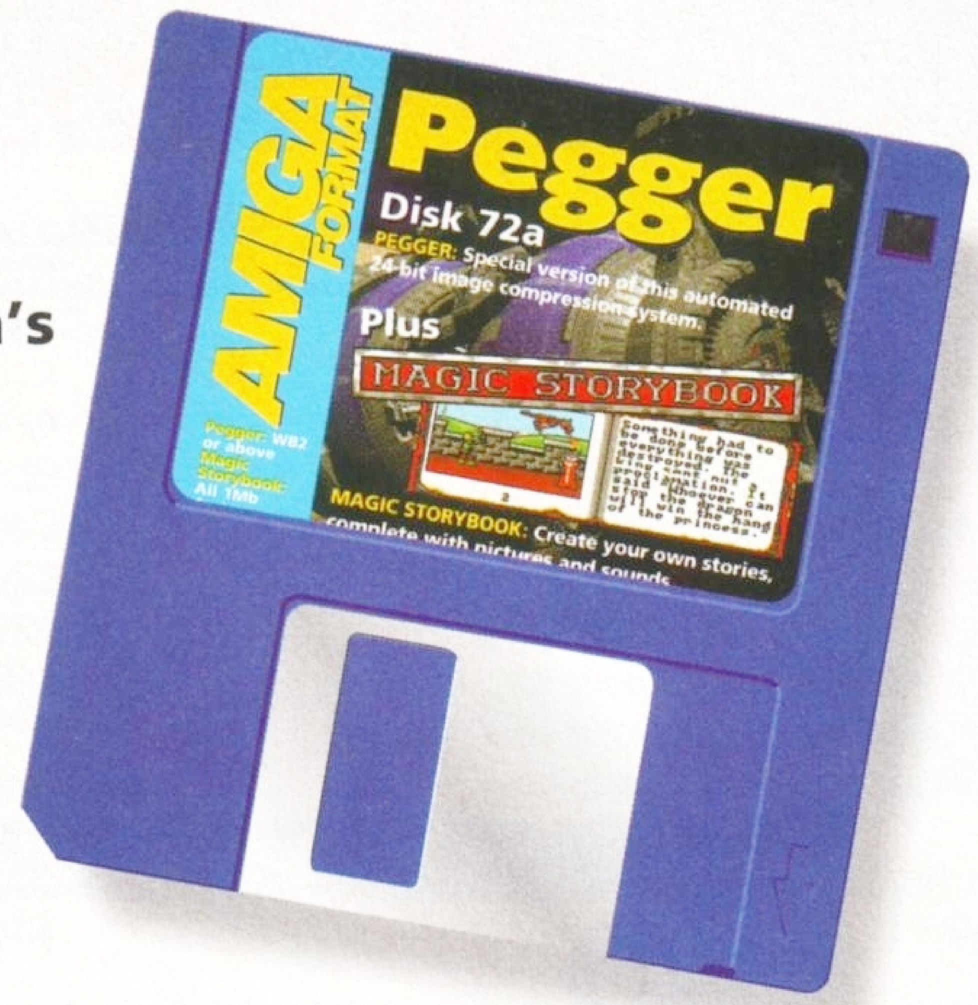


High Seas Trader (left): A life of adventure on the ocean wave. *Speedball 2* (above): An Amiga classic is now on CD.

Previews *Speris Legacy, Player Manager 2, Colonization, Coala A1200/A4000*	43
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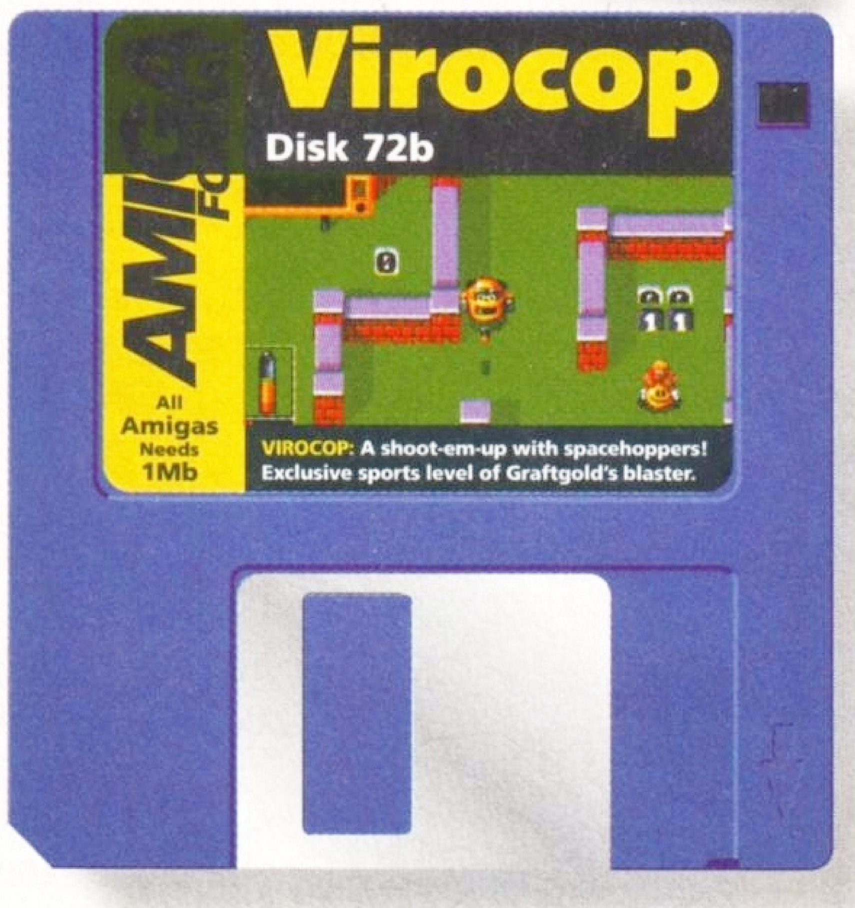
Coverdisk A: Pegger and Magic Storybook p138

Make the most of your Amiga's amazing graphics capabilities with a special version of *Pegger* – an ingenious program that saves you time and storage space. Plus create your own interactive stories with the remarkable *Magic Storybook*.



Coverdisk B: Virocop p136

Imagine a yellow robot trundling across a putting green. Suddenly, a mole pops up and callously hurls a pile of exploding golf balls. What would you do? Well, *Virocop* puts YOU in this situation. Do or die.





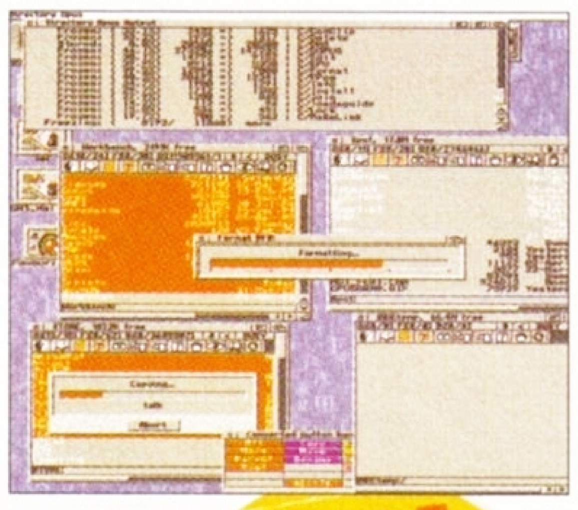
LZX p36

Why the new *LZX* archiver could be good news for Amiga users everywhere.



DOpus 5 p97

Another *AF* exclusive: first full review of the new *Opus*.



Cyberstorm p87

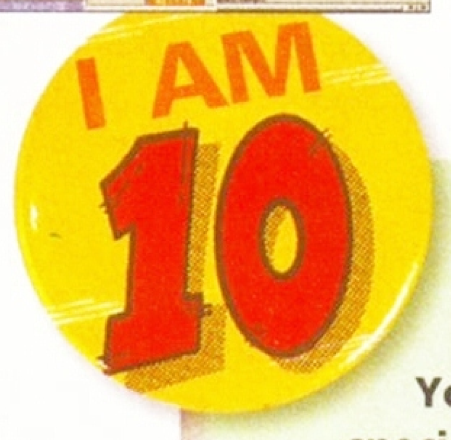
There are just 12 of these 060 processor cards in Europe. We've got the first review.



TUTORIALS

AMOS Professional 114
We explore *AMAL*, the powerful *AMOS* animation language.

Wordworth 118
The mysteries of printing explained in our first *Wordworth* tutorial.



10 YEARS OF THE AMIGA

You'll find these little boxes scattered throughout this special 10th birthday issue. They contain interesting facts and trivia from the Amiga decade. For example, did you know that *Amiga Format* is Future Publishing's biggest-selling title and has been since its launch in August 1989?

AF OFFERS

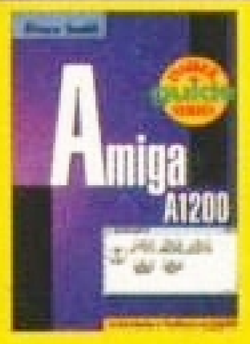
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Emerald Creative Technology

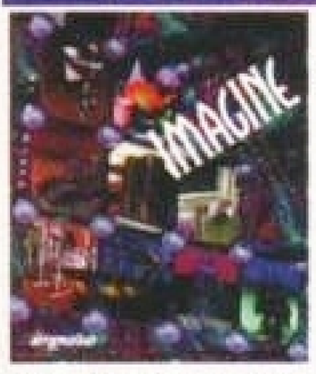
Books



A1200 Insider Guide
The perfect insight into the Amiga A1200, covering AGA screen modes, Workbench 3 and much, much more !
£12.95

Title	Price
Secrets of Frontier Elite	£8.95
Guide to Frontier - find the secret ship !	
A1200 Insider Guide	£12.95
A1200 Next Steps	£12.95
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Mastering Amiga Programming Secrets NEW	£19.95

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Imagine 3
Rolling Upgrade program
The next 3 updatesover the next year ! You must have Imagine 3 to qualify.
Call for details

Title	Price
Art Department Professional v2.5	£139.00
More conversion options, CDXL modules, hotlinks to DPaint	
AD Pro Conversion Pack	£59.99
ASDG GT6500 Scanner Software	£89.95
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Easy to use 24 bit colour renderer	
Caligari Broadcast v3.1	£249.99
ASDG Pro Control	£50.95
Imagine 3.0	£99.95
Lightwave	£449.95
Maxxon Magic	£23.95
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Morph Plus	£129.95
Essence vol 1 + Forge	£79.95
Essence vol 2 + Forge	£79.95
Naksha Hand Scanner	£69.95
400 dpi mono hand scanner for A500 & A500+	
Pixel 3D Pro II	£99.95
Pro Vector 3 New .. in soon - call for details	
Pro quality structured drawing package	
Real 3D Classic	£69.95
Real 3D v3 New	£299.95
Real 3D 2.4 to 3 upgrade	£166.95
X-CAD 2000	£39.95
X-CAD 3000	£119.95

Hardware



The amazing new Squirrel SCSI interface lets you add SCSI devices to your Amiga 600/1200, including CD Drives (includes CD32 emulation)
£59.95

Title	Price
Pro Grab 24RT	£125.95
24 Bit Real-Time Colour Frame Grabbing	
Rendale 8802 Genlock	£159.95
Good Quality Genlock, Fades, Chromakey, Etc	
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Backs Up Hard Drives Onto Standard VHS Videos	
Video Back-up System + Scart cable	£57.95
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Vidi 12 Real Time	£149.95
Vidi 24 Real Time	£209.95
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Title	Price
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Digita Datastore New	£45.95
Digita Organiser New	£39.95
Final Data New	£39.95
Twist 2 New	£89.95
GB Route Plus	£31.95
Mailshot Plus	£35.95
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Plants For All Seasons	£22.95
Library of plants, preferred soil types	

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Title	Price
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Can Do 3	£229.95
Media Point v3	£249.95
Montage 24	£259.95
Scala HT100	£49.95
Entry level video titler	
Scala MM211 *New Lower Price*	£94.95
Scala MM300 *New Lower Price*	219.95
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Scala MM400+EE100	£349.95

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ADI GCSE French	£19.99
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Noddy's Playtime	£16.99
Noddy's Big Adventure	£16.99

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Power Tools Kit	£29.99
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Rules for Tools	£29.99
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SuperJAM! 1.1+	£59.95
SyncPro SMPTE Box	£151.95
Triple Play Plus	£159.95
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Deluxe Music 2	£69.95
Megalosound Sampler	£23.95
Music X 2	£74.95
Pro Midi Interface	£19.95
Technosound Turbo 2	£25.95

PC Emulation



PC Task 3

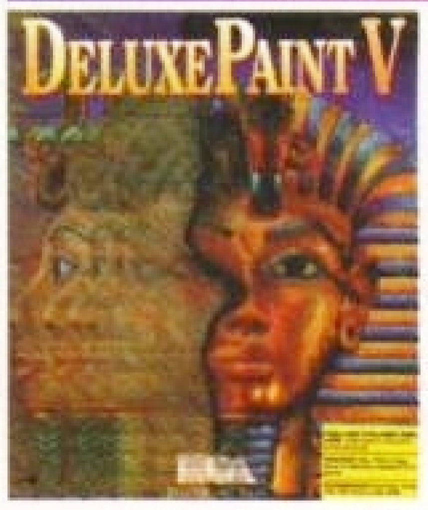
PC Task 3 allows you to run software designed for IBM PCs and compatibles on you Amiga ! It emulates a 80286 based PC, so you can run Windows 3.1 and applications like Microsoft Word and Excel. On an AGA Amiga you can even run SVGA screen modes !



RRP £79.95 - Emerald Price £59.95

Upgrade from v2 £34.95 - please enclose your PC Task v2 disk

Paint Packages



DPaint 5
£57.95
New features include 24 bit support, multiple palette anims, camera pans, gradient fades and lots more !

Title	Price
Deluxe Paint 4.1	£54.95
Non AGA version	
Personal Paint 6.1	£39.95
Latest version - now supports HAM and animations	
Photogenics	£49.95
Mac beater ! Hundreds of natural effects	
TV Paint 2	£poa
Lots of natural graphics features	
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Simply the best pro package for the Amiga artist	
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Cygnus Ed Pro 3.5	£59.95
DevPac 3	£51.95
Hisoft BASIC 2	£54.95
Intos	£25.95
Hisoft Pascal	£74.95

Finance Management

Title	Price
Cashbook Combo	£59.99
Digita Home Office	£39.95
Money Matters	£34.99
Personal Finance Manager +	£19.95
System 3E	£49.99
Turbocalc 2	£49.95

Amiga CD Roms

Title	Price
Grolier Encyclopedia CD	£39.95
Runs on CD32 and AGA Amigas	
GFX Sensation CD	£18.95
Fonts, Lightwave & Imagine objects, anims etc.	
Speccy Sensation CD	£14.95
ZX Spectrum Emulator + over 500 games	
Star Trek Multimedia CD	£25.95
Pictures, sound files, tunes, anims etc.	
Arcade Classics CD	£9.95
Old faves ! Space Invaders, Centipede etc.	
World of Clipart CD	£18.95

Wp & Dtp

Title	Price
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Mini Office	£37.95
Pen Pal	£29.00
Pagestream 3	£174.95
Wordworth 3.1SE	£44.95
Wordworth 3.1	£79.95

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Vista Pro 3.0	£27.95
Vista Lite	£24.95
Makepath for Vista	£9.95
Terraform for Vista	£9.95
Vista,DistantSuns,Makepath+Terraform	£59.95
Vista Pro or Lite,Makepath+Terraform	£39.95

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Title	Price
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Gigamem	£47.95
GP Fax	£call
Infonexus NEW	£25.95
Termite	£29.95
Full featured internet + comms package	
Trap Fax	£49.95
Video Back-up System Phono	£54.95
Video Back-up System Scart	£57.95
XCopy Pro	£19.95

Directory Opus 5
£49.95

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Plugs directly into PCMCIA slot and provides SCSI interface for another 6 SCSI devices ! Includes PSU, manual, Audio CD Utility, **CD32 Emulation** & Photo CD Software



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Title	Price
OS 3.1 for A500/2000	£83.95
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This Month In View

Nick Veitch welcomes the new owners of the Amiga and puts forward some of your views on the future of the machine.

AMIGA FORMAT 72 JUNE 1995

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EDITOR Nick Veitch
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PRODUCTION EDITOR Richard Jones
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STAFF WRITER Steve McGill

DESIGN
ART EDITOR Sue White
ART ASSISTANT Linda 'New Bird' Benson

PUBLISHING
PUBLISHER/JOINT MD Greg Ingham
CIRCULATION MANAGER Jon Bickley
CIRCULATION ASSISTANT Kate Elston

CONTRIBUTORS
Jess Bennett, Penny Dodd, Frank Bartucca, Gerard Wyman, Tim Smith, Marcus Dyson, Bob Wade, Damien Noonan, Steve Jarratt, Dan Stets, Simon Williams, Mat Bettinson, Richard Baguley, Jason Holborn, James Leach, Dave Haynie, John Kennedy, Dale Bradford and anyone else who knows us.

ADVERTISING
GROUP AD MANAGER Mary de Sausmarez
ADVERTISING MANAGER Louise Woods
lwoods@futurenet.co.uk
SENIOR SALES EXECUTIVE Diane Clarke

PHOTOGRAPHY Ashton James, Pete Canning

PRODUCTION
GROUP PRODUCTION MANAGER Judith Green
PRODUCTION CO-ORDINATOR Charlotte Brock
PROD CONTROLLER Claire Thomas
PRINT SERVICES Mark Constance
AD DESIGN Claire Russell, Lisa Withey
ADMIN ASSISTANT Suzannah Angelo-Sparling
COLOUR SCANNING & IMAGESETTING
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AMIGA FORMAT
30 Monmouth St, Bath, Avon BA1 2BW
Telephone 01225 442244
Facsimile 01225 318740
E-MAIL ADDRESS
amformat@futurenet.co.uk
(INCLUDE DEPARTMENT IN SUBJECT TEXT)
WWW Site:
http://www.futurenet.co.uk/computing/amigaformat.html

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At long last the ponderous, long-running farce that has been the winding up of Commodore International is over, and the Amiga can re-assert itself as the home computer of choice for the cognoscenti.

It has been a long wait, and one that has sorely tested the loyalty of many an Amiga user, but now the Amiga has a new owner, and more importantly an owner with experience, money and big plans for the machine.

Escom should have no problem understanding the Amiga and its market, especially as a great number of their employees used to work for Commodore. But what can they do for us, the Amiga users? It's payback time.

Escom may have paid millions of dollars for Commodore, but they still owe a debt to the Amiga users, without whom there wouldn't be any Amiga technology worth buying. The debt they owe us can only be repaid by re-establishing the Amiga as the best choice computer for the home user, and as an unsurpassed graphics workstation for the professional.

The first thing Escom should do is start manufacturing the A1200 again, which they are already arranging. But that in itself is not enough, we need real advances. I'm not talking about just producing a repackaged Amiga with a hard drive and maybe a high-density floppy, but a real advance. You, the readers, have talked to us in your thousands about the future of the Amiga, and this is what you want:

- **AN A1200 WITH BUILT-IN CD**
There has always been a case for a mid-range Amiga. What about the much fabled A1200CD that was so strongly rumoured shortly before the demise of Commodore? Bundled with some Public Domain CDs and some decent, show-off packages, it's bound to sell. It would certainly be a shot in the arm for the CD^{32}.

- **STRONGER ADVERTISING**
We are a bit fed up with having to continually stick up for our machine without any support from the manufacturers. While PCs, Macs and the consoles buy prime-time television slots, the Amiga has never really been on the receiving end of a concerted marketing effort.

- **KEEN PRICE.**
The A1200 has held its price well since production halted, but we need to keep it low – certainly no more than £299.

I know that Escom have many, many plans for the future of the Amiga, and that now they need some time to think through exactly what to do and when, but for everyone's sake – please don't think for too long.

A lot of people have written in with concern over the number of software houses, mostly games companies, that are no longer developing for the Amiga. Well, that's a very bold of the softies – I wonder how many of them will stick to it. Because the fact of the matter is, whether they like it or not, the Amiga is still the biggest format when it comes to sales. If they no longer wish to support the Amiga, more fool them – someone else will step in and reap the huge rewards.

What financial sense does it make for Sensible Software never to make another Amiga game, when their last Amiga title, *Sensible World Of Soccer*, is riding high in the Amiga charts? Who else will be brave enough to follow them, when Acid's excellent *Super Skidmarks* has proved that a good game on the Amiga generates twice as many sales as anything on the consoles? Ignore the Amiga at your own risk.

All you Amiga fans out there can give yourself a pat on the back. The worst is over, things are only going to get a lot better. To get you in the party mood, why not serve yourself a large helping of jelly and ice cream and get stuck in to our special Amiga birthday issue.

As you may know, June marks the real 10th birthday of the Amiga. It was officially launched at the Consumer Electronics Show in Chicago in 1985. For 10 years people all over the world have been using their machines for everything from playing games to rendering graphics for television programmes and films.

We hope to have captured some of that spirit of excellence in our special feature celebrating a decade of Amiga achievement, as well as some of the background details and a great deal of comment from various Amiga types.

Happy birthday Amiga, here's to 10 more successful years…

AMIGA FORMAT news

Escom in buy-ou

Commodore: the final hours

Nick Veitch and Dan Stets give you a blow-by-blow account of the Commodore buy-out drama as it unfolded in New York.

Wednesday, April 19

On the eve of the auction, only the liquidators knew exactly who was going to show, and they weren't telling. Bahama liquidator Franklyn R Wilson sent out invitations to about three dozen prospective buyers.

"We want a process that is open and fair, where everyone has a chance to participate on a level playing field and where the person who is prepared to pay the most gets it. At least half a dozen parties have indicated that they intend to actively participate in the auction," said Wilson.

It becomes apparent that the Commodore UK team is beginning to have serious doubts about whether their bid would be successful, because it seemed they were up against overwhelming competition:

"I'd say it is not looking good. I think the thing is going to get way out of hand and it is going to fetch way too much money," said a cautious Commodore UK joint managing director David Pleasance.

CEI president Alex Amor was more optimistic about his chances, doubting that the bidding would go too high: "I don't think it is going to go much above US$10 million. I think these are wasting assets," he said.

Thursday, April 20

10am

Escom's 11-man team arrive, to join around 50 other interested parties in the conference room of Fullbright And Jaworski at 666 Fifth Avenue, New York.

Alex Amor of CEI tries to join forces with Dell, an unexpected late entrant in the bidding war. A deal between CEI and IBM fell through before the auction.

Dell makes a bid, but this is deemed invalid by the liquidators, because there are conditions attached.

Computer Connection, a Californian company makes a surprise bid, but they cannot stump up the deposit, and are disqualified by the liquidator.

4pm

Escom's original bid of US$5 million is accepted.

The lawyer representing the creditors approaches Dell to see what can be done.

Midnight

Dell tell the liquidators they will pay US$15 million for Commodore, providing they are given a 30-day delay to review the value of the assets.

Friday, April 21

10am

Judge James L Garrity opens the court hearing which must validate the sale.

Lawyers for the creditors and Dell argue that they have put in a better offer.

IBM's lawyers also contest the sale, but their complaint is resolved quickly.

12.30pm

Judge calls a recess for lunch.

During the lunch recess, Escom negotiate with the creditors and submit a new bid of US$10 million.

2.30pm

The court reconvenes and the deal is agreed.



Commodore

COMMODORE ELECTRONICS LTD

The Liquidator offers for sale the assets of the above company which designs and manufactures home entertainment, multimedia, personal computer and image processing equipement. The assets include the right title and interest to all of these companies' intellectual property, including technology, trademarks, patents, copyrights, and know-how and inventory comprised of finished goods, spare parts and microchips. Bidders will also be given the opportunity to purchase the outstanding shares of CBM Canada Ltd.

The benefits of acquiring these assets include:

- *World Wide Recognition:* Commodore and Amiga names have achieved world wide recognition, as evidenced by the installed base of over 17 million units.
- *Strength of Technology:* The unique Amiga technology includes a high performance, low overhead true multitasking operating system and a state of the art multimedia engine with superior graphics and animation ability. The technology can be used to create powerful interactive multimedia presentations, ideal for embedded applications.
- *Support from Third Party Developers:* An active worldwide group of hardware and software developers continue to create world renowned products.

These assets will be auctioned on **April 20th, 1995** at the offices of Fulbright & Jaworski LLP, 666 Fifth Ave, NY, NY 31st floor, pursuant to an order of the United States Bankruptcy Court. Given the expression of interest already received, only those prospective purchasers who are able to assess the business and complete a purchase within a short period of time should respond.

An information packet is obtainable by contacting Miss Nadine Kuveke at Deloitte & Touche LLP, 180 N Stetson Ave, Chicago, IL USA. Tel: (312) 946-2257. Fax: (312) 946-2600.

Deloitte Touche Tohmatsu International

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- How Escom won Commodore p12-13
- What next for Pleasance? p14-15
- More Amiga news . . . . p16 and 18

triumph t drama



After a year of waiting, Commodore has finally been bought. The end came in dramatic style when Escom's bid was accepted at the liquidator's auction on April 20, much to the anger of other prospective purchasers, whose bids were ruled invalid.

Objections were heard in a New York court on April 21, but finally, with an improved offer, Escom received approval for the purchase of Commodore.

The final sum depends on exactly how much Escom negotiate for the UK, Dutch and Philippino assets, but the core business of Commodore, including the intellectual property rights for everything related to the Amiga, fetched at least US$10million.

The sale must still be processed by a Bahama court, but this seems certain to go ahead without objections. For the full, exclusive story, *Amiga Format* has a special report from *Philadelphia Inquirer* reporter Dan Stets.

After months of speculation and posturing among suitors for the assets of Commodore International Ltd, only one company seems to have been serious all along – Escom AG of Germany.

Escom president Manfred Schmitt arrived at the Manhattan auction for Commodore's assets with two of the firm's top executives, two US attorneys, one German attorney, a German financial adviser, and four representatives of Escom's new Chinese partner in tow.

Schmitt, the 44-year-old entrepreneur who has built Escom into one of Germany's largest computer companies, walked away with the prize after two days of bidding, bargaining and bluffing.

More than 60 people crowded the Manhattan meeting room in the law offices of Fullbright And Jaworski, attorneys for the Bahama liquidators. Despite the crowd, only Escom submitted a valid bid at the auction, and the company was able to secure the assets just 24 hours later following a court hearing.

The Escom purchase price was US$10 million for Commodore's core assets, in addition to the US$1.6 million Escom has already paid for the rights to Commodore's German trademark.

Escom will pay another US$1 million for a manufacturing inventory stored in the Philippines when and if the liquidators can deliver it. Still unknown is how much Escom will eventually pay for Commodore's assets in the United Kingdom as well as the equity interest of Commodore Business Machines UK.

Continued overleaf ➡

The **World** according to **Escom**

Once the euphoria of the sale is over, the Amiga community will be expecting big things from Escom. In order to try to get a handle on what the future may bring, we contacted Escom's Bernard van Tienen, former Commodore International vice-president and the man Escom are looking to for ideas on what to do with the Amiga.



Bernard van Tienen: possible projects include an Amiga PowerPC, the reintroduction of the C64, and work on a set-top box. But the main priority is to get A1200s in the shops within three months.

AF: In the end you paid US$10 million for core assets, would you agree this is a bit of a bargain?
BvT: Well, we had to pay more than we first bid, but we are satisfied with the price – we believe it will pay us back.

AF: How soon do you think it will be before we see the Amiga back on the shelves?
BvT: We already have a deal with a Chinese manufacturer. But you will have to give us three months before we have finished units in the shops.

AF: Given that you have A1200s sorted, what about new machines – is your first priority going to be producing the entry level or high end machines?
BvT: We will develop for both of course, they are both very important. We have many ideas. At the professional level we are already discussing an Amiga-based PowerPC, there are many other Amiga technologies that we would like to develop, like a set-top box unit. We also plan to re-start production of the C64 for the Eastern European market. We hope to be producing a product for the Chinese market too.

AF: When will we get solid details on these products?
BvT: We have a great many plans but now we can sit down and discuss them and think which ideas are important and which are practical.

AF: What would you say was the most important territory for the Amiga?
BvT: Well, the UK and the German markets are big, but you must not forget the other European countries, Scandinavia is good and so is France.

AF: What about the overseas markets? We have a lot of readers in the US, South America and even Australia.
BvT: But of course, we will distribute to these markets. In China we have a deal with a company, and we will set up deals for the other markets too.

AF: David Pleasance, Colin Proudfoot and the rest of the Commodore UK staff are well known to AF readers. What is going to happen to them? Are you going to have them advise you about the UK market?
BvT: We know the UK market ourselves, but of course we will be talking to Commodore UK, we will be working something out with them soon. You should know that a lot of Commodore people are working for Escom now, including myself. We must have over 100 ex-Commodore people. We will be taking advice from everywhere, we want people to be involved. We will be having a press conference soon, and we can tell you more information then...

***Amiga Format* will bring you all the details from the Escom press conference in our next issue.**

The Baguley Column



They think it's all over... It is now! And it is. After just under a year of indecision, rumour, financial wheeler dealing and general legal jiggery pokery, we finally know what's going to happen to what's left of Commodore. Although at the time of writing there is relatively little information on the plans of the new owner, I think I can safely say that every Amiga owner will finally let forth a salutary "Hurrah!"

Now is the time that we can look back on the whole business and sum it up. Frankly there is only one word that I can think of which describes it – shambles.

Ever since the company went into liquidation there have been so many rumours, contradictory facts and outright lies floating around that it has been nearly impossible to find out what was really going on. As the editor of *Amiga Shopper* I did my best to pick out the scraps of truth from the jumble sale of rumours, but it was, frankly, a very difficult and tiresome process.

Perhaps I'm being unfair. One of the people involved in the sale told me that it was more complex than the Maxwell liquidation. Commodore was, thanks to the curious management style of Medhi Ali and Irving Gould, a

A lawyer is a learned gentleman who rescues your estates from your enemies and keeps them for himself.

hideously complex morass of companies spread over several companies. The liquidators were left with the unenviable task of picking up the remains of this and working out what to sell to whom. That's when the lawyers came in...

A number of wise men have said things along the lines of: "A lawyer is a learned gentleman who rescues your estates from your enemies and keeps them for himself." I'll avoid all the usual lawyer jokes and just leave you with this thought. Whose interests were best served by delaying the sale for as long as possible? Who stood to make the most money from a long drawn-out process with lots of legal wrangling and several extended court cases?

There is one aspect of the deal which I find rather worrying. According to various reports, the new Amigas will be manufactured in a plant just outside Beijing in China. Now the Chinese government has a human rights record which is, frankly, appalling. I'm sure that I don't need to remind anybody of the, erm, "events" a few years back in Tiannemen Square. Since then things haven't got much better. Several Amiga people have already voiced their concern over this aspect of the deal and I think they have a point.

Will people be prepared to accept an Amiga that has been manufactured in a country whose government considers it acceptable to run over people with tanks because they don't agree with them? Most people don't care where products are built as long as they are cheap, but Amiga owners have always been a thoughtful bunch, and there are quite a few who may find this aspect unacceptable. Which is more important — human rights or the right to compute?

Flames to R Baguley on baggers@cix.compulink.co.uk

The opinions expressed in The Baguley Column are certainly not those of *Amiga Format*.

The new owner of Commodore technology quickly promised to resume production and development of all Commodore products, including the Amiga 4000s and A1200s, with a manufacturing plant in China.

Tietsin Trust & Investment Co, which is the parent firm of a Chinese electronic game firm, will start manufacturing at a factory near Beijing. Four of its executives sat patiently through the two days of haggling in New York, smiling broadly and shaking Schmitt's hand enthusiastically once the deal was closed.

Schmitt also wants to take advantage of the relative popularity of the Commodore name in Europe, manufacturing IBM-compatible personal computers and selling them through department stores. He plans to contact Motorola about development of a new Commodore PowerPC.

The PowerPC is a natural for the Commodore label, Schmitt believes, because Commodore computers have used Motorola processors and Apple Computer Co is now willing to license the operating system for its version of the computer, the PowerMac.



However, Escom executives went to great length to assure Amiga owners around the world that the company is interested in more than just the Commodore name as a marketing tool.

"We didn't buy Commodore just to have it. We bought it to develop the technology further and sell computers," said Bernard van Tienen, a member of Escom's board of directors and head of distribution worldwide.

Van Tienen, a former Commodore International vice president, noted that Escom already has many former Commodore employees (about 100) and will be seeking to hire more hardware and software developers both in Europe and the United States.

We bought Commodore to develop the technology further and to sell computers.

Escom survived an 11th-hour effort by Dell Computer Co of Texas to get into the game. Dell sought a 30-day delay in the sale by offering a US$1 million non-refundable deposit, but in the end succeeded only in driving up the sale price for Escom.

Dell said it wanted the delay to evaluate Commodore's assets and claimed it had been unaware of the auction until a few weeks ago.

Dalton Kaye, Dell's vice president and treasurer, was the company's point man at the auction, but he never spelled out exactly what the manufacturer of IBM-compatible computers intended to do with the Amiga and other Commodore products if it won. Some members of the Escom team were highly suspicious about the Dell effort, wondering if Dell was just part of a conspiracy to drive up the price for the benefit of Commodore's American creditors, who are owed more than US$100 million.

Escom's American attorneys went to great lengths to assure the German visitors that such a ruse was impossible and illegal in a US Bankruptcy Court. The Germans remained sceptical but in the end were resigned to paying more than twice their original offer for Commodore.

The two most prominent suitors for Commodore fizzled in New York. The managing directors of CBM UK, Colin Proudfoot and David Pleasance, announced they were dropping out of the auction before the competition even began. The executives said they couldn't compete with Dell and Escom, but it seemed doubtful that the UK firm ever had solid enough financing lined up to be in the competition at all.

Alex Amor, president of Creative Equipment International of Miami, who were seen as one of the major players in the auction stakes, arrived at the proceedings only with an assistant and the hope that he could join efforts with Dell.

Amor was rebuffed by Escom officials, antagonistic because of his alliance with Dell. Amor never submitted a separate bid, despite months of declaring that he would be in the competition until the end.

Creative Equipment had been trying to line up an agreement with IBM to help it buy Commodore. IBM had agreed only to do manufacturing should the Miami firm, the largest distributor of Commodore products in North America, be successful in its bid. Without IBM, Amor supported Dell.

At the auction on Thursday, April 20, only Escom's bid was unqualified and backed by the required US$1 million deposit. Dell submitted a qualified bid and another firm, Computer Connection of Stockton, California, submitted a bid without the deposit and was disqualified.

The Escom bid at the auction was irrelevant, however, since the company had already signed a contract to buy Commodore's assets for $5 million, a proposal which included three parts – $3.5 million for the core assets, $500,000 for assets in the United Kingdom and the Netherlands, and $1 million for the inventory in the Philippines, where the bankrupt Commodore last did most of its Amiga manufacturing.

Escom couldn't be forced to bid against itself, and it was declared the winner of the auction, but the game wasn't over yet. Steven Richmond, the lawyer representing Commodore's American creditors, quickly approached Kaye of Dell to see what could be worked out.

The auction took almost six hours, but the real haggling had just begun. Shortly before midnight on April 20, Dell told Richmond and the liquidators it would pay a total of US$15 million for Commodore, providing it was given a 30-day delay to review the value of the assets. The Dell proposal included US$13 million for the core assets, US$1 million for the Dutch and UK assets, and US$1 million for the Philippines inventory.

IBM, which had also filed objections to the sale, resolved its complaint.

A hearing had already been set the next morning in a US Bankruptcy Court in downtown New York to approve the results of the auction. But the hearing opened with lawyers for the liquidators, the creditors and Dell arguing that Judge James L Garrity need not approve the sale since there was a better offer on the table.

The hearing was further complicated by objections from Herbert Verhagen, the liquidator in charge of the Dutch and Philippine assets, and who also has jurisdiction over the UK assets. IBM, which had also filed objections to the sale, resolved its complaint.

The American computer giant was concerned that the sale took note of its cross-licensing agreements for Commodore technology. After the liquidators acknowledged that IBM's rights were valid, IBM agreed to the sale.

Richmond, attorney for the creditors, said he would oppose the sale at Escom's original offer price, which he termed "shockingly low, grossly inadequate."

Richmond was perfectly straightforward – the objections would be dropped and the sale could go ahead if Escom upped the ante.

Garrity called a luncheon recess, which would stretch on for more than two hours. When the crowd of about 70 people returned to the court room, it was clear the game was over.

Escom had upped the price to US$10 million for the core assets, about three times the company's original offer for the only thing which the Bahama liquidators clearly could deliver.

Amor of CEI was obviously defeated. Asked what he would do next, he said: "I guess we'll sell flowers." Kaye of Dell seemed unruffled, concerned only about how quickly he and the company's attorney could get a flight back to Texas.

Figuring out how much Escom will eventually pay for Commodore is as arcane as following the many twists and turns of the liquidation itself, which began almost exactly a year ago in the Bahamas where Commodore's parent firm was incorporated.

At this juncture, there are only two solid prices. Escom agreed to pay US$10 million for Commodore's core assets and another US$1.3 million to US$1.6 million, depending on how one calculates exchange rates and factors in German taxes, for the rights to the Commodore logo in Germany.

Still up in the air is how much Escom might eventually pay for Commodore's United Kingdom assets and the equity of the UK subsidiary itself, the only one of Commodore's 40 worldwide divisions not already in liquidation.

Colin Proudfoot, one of CBM UK's managing directors, said the $500,000 value placed on the UK assets was ridiculously low. He said the UK company itself was still solvent, with about £2 million of equity and £1.4 million of debt. The company now employs 22 people.

The UK company will be consulting outside, independent advisers to determine what the sales price for the company itself is worth.

Van Tienen planned to return to the UK immediately after the court hearing to discuss a possible acquisition, or at least a distribution agreement, with Commodore UK. He will have to deal with the Dutch liquidator, Verhagen, on the UK intellectual assets because the Dutch subsidiary technically owned the UK subsidiary's assets.

"I think the UK employees have a good future with Escom," said Proudfoot.

It's not so clear that his partner, David Pleasance, feels the same way. Pleasance skipped the Friday Bankruptcy Court hearing, preferring instead to tour Manhattan, said Proudfoot.

More buy-out news overleaf ➡

I AM 10

10 YEARS OF THE AMIGA

Potential investors who visited the secret Amiga stand at the 1985 Consumer Electronics Show didn't believe the design team could engineer all the electronics into three custom chips. The secret stand was not quite so secret either – one of the glass elevators gave the public an uncompromised view of all the Amiga circuitry. So little software had been written for the CES show that members of the Amiga team coded demos when the show was closed. The very popular *Boing* demo was written during one of these breaks.

The **major** players: **Escom, Dell** and **CEI**

Industry watcher Simon Williams gives you the background to the three main bidders who moved in for the Amiga.

Escom computers was founded in Germany by Manfred Schmitt in 1987 and now claims to be the second largest indigenous European PC manufacturer. It's an unusual company, being one of the few computer suppliers to have a chain of retail outlets, including 50 in the UK. On top of those Escom recently acquired more than 200 former Rumbelows shops. It also has a British manufacturing facility in Irvine, Scotland, its UK headquarters.

Escom currently manufacture a range of PCs from 486 to Pentium machines and hit the news a few months ago by announcing it would ship IBM's OS/2 operating system, a rival to MS-DOS, with all its machines. The company is obviously not afraid to branch off from the mainstream, if it feels it will benefit its overall market share.

With the firm base the Amiga has in Germany, Escom seems well suited as a purchaser for Commodore. Its chain of retail shops will provide plenty of outlets and the company also has a direct marketing arm, which may open new channels for sales of Amigas.

The Dell Computer Corporation, based in Austin, Texas since 1984, is a US$3 billion company building IBM PC-clones and notebook machines worldwide.

The company made its money from being the first and the biggest direct mail supplier, cutting out much of the extra margin made by distributors and dealers. Dell currently has a wide range of technically advanced PCs, at the top end of which are 90Mhz, 100Mhz and soon 120Mhz machines based around Intel's Pentium processors. These PCs start at under £1,500, which is better than average pricing in the highly competitive market.

In Europe, Dell's main manufacturing and support comes from Limerick and Bray in Ireland.

Creative Equipment International is based in Miami, Florida. The company, headed by Alex Amor, had been a long term partner of Commodore, involved mainly in the distribution of machines in the USA.

Amor was quite vocal early on in the Commodore saga about his desire to own the company and start manufacturing again. Amor was the only bidder to appear on an Internet IRC channel and subject himself to rigorous questioning by Amiga fans around the world, but although he once said he would pay up to US$24 million for the company, he didn't submit a bid during the auction.

CEI had tried to cut a deal with technology dinosaurs IBM, but when that fell through he also tried to get together with Dell, and we believe they have now approached Escom about distribution on the other side of the Atlantic.

The Smith Column

I t may not have been on a par with the OJ Simpson case in terms of international media attention (OK, it wasn't), but the recent legal battle for the Amiga will certainly affect more people – unless OJ goes down and the United States erupts in race war once again, of course...

So what of perspective? The upside to this whole tawdry affair is that we can expect to see Amigas on the shelves... of shops... for sale once again. That's got to be good news. We can also hope that third-party manufacturers and software houses will also look to the world's most versatile home computer with a new confidence to accompany the fondness that has been about its only mainstay for the last year (and then some).

Frankly, whether it's Escom or Eskimo Nell making the Amiga is largely irrelevant to the millions of people world-wide who own the machines and wish to continue owning them. There's some perspective.

On the downside, it looks as if the hard work of David Pleasance, Colin Proudfoot and the rest of their team in Maidenhead has come to nothing. OK so none of these people were working from altruism – they were trying to make a business opportunity – but at least they were trying. So now, once again, it looks as if the UK is without a home computer industry that is not firmly locked in the monolithic maws of either IBM or Apple. What exactly this means in terms of the input from UK owners is a question that only Escom can answer.

I would hope that the RISC Amiga will see the light of day before the end of next year. There is no point taking on technology unless you are going to take it further.

Enough perspective, what of the future? I for one hope that Escom are not simply planning on knocking out the older Amiga technology (or even the C64) to Third World or former Soviet Block countries. But I assume that they'll have to make the initial investment back rapidly so don't be surprised if this does happen. I would hope, however, that the legendary RISC Amiga will see the light of day before the end of next year. There is no point in taking on technology if you're not going to take it further – speculate to accumulate and all that (sorry Amstrad).

The question here is how many of the engineering brains behind the Amiga remain interested in the architecture and are prepared to further it. Encouraging this support will surely be Escom's biggest battle and the one that is most likely to defeat them.

But for now I'll withhold comment and wait to see what occurs. I would suggest that any spare bottles of Jack Daniels you might have lying around should be sent to an address in Maidenhead.

Contact Tim Smith on gashead@cix.compulink.co.uk and timbo@gashead.demon.co.uk

The opinions expressed in The Tim Smith Column are not necessarily those of *Amiga Format*.

What next for



David Pleasance (left) and Colin Proudfoot, joint managing directors of Commodore UK. The future of the company is unclear after the collapse of their bid, but Commodore UK will be hoping to negotiate with Escom to secure a role in the development of the Amiga.

Industry rallies round

Although this issue went to press very shortly after the result of the bid was known, *Amiga Format* still received a great number of comments from industry figures about the sale.

The general mood was one of relief. Team 17's Marcus Dyson captured the general feeling: "What is most important is that someone, anyone, gets the Amiga back into the retail channels."

On a slightly more personally motivated note, reflecting genuine relief amongst many games developers, Steve Turner of Graftgold is delighted by the news, "because we have two Amiga projects, *Virocop* and *Empire Soccer* almost complete." But he did add: "The machine deserves a place in the market, and we look forward to seeing a new chip set, and what it will do when it becomes available."

Nobody had anything unpleasant to say about Escom, because all seem impressed by their track record on the PC side. They were showered with adjectives such as: "solid", "decent", "visionary" and "well-funded" by everyone who commented, though some did say that they had personally been rooting for the Pleasance and Proudfoot option.

On the matter of Commodore UK, Giles Harwood of distributors Harwoods said: "I am encouraged that Commodore UK and Escom have both stated that they should immediately discuss how they can work together, meaning that the former rivals in the bidding process have buried the hatchet and are adopting a mature and positive attitude to the future for the benefit of all involved with the Amiga."

But what of the future? Marcus Dyson suggested an agenda: "It would be good to see them putting the Amiga on a card for owners who have switched to PCs, but still have a large library of much-loved Amiga programs. A Power PC 603-chipped machine with backwards compatibility would be a powerful multimedia and 3D workstation and, for the low-end user, a PowerPC 601-based machine would be an ideal replacement for the A1200."

Whatever others may think of this strategy, I'm sure they all agree with his closing statement: "The Amiga's role to attract new talent to the world of computing has been a vital one, and it would be a shame if there were not an Amiga filling this role in future."

I AM 10

10 YEARS OF THE AMIGA

Up to 30 minutes before the A3000 was officially launched, Commodore were still denying that it existed. It wasn't until Kelly Sumner took control of Commodore UK that any pre-release information was given to the press, even though most Amiga journalists seemed to know more about what Commodore engineers were working on than Commodore did.

Commodore UK?

The sale of Commodore to Escom leaves Commodore UK in a slightly uncomfortable position. Commodore UK were one of the few parts of the company to stay solvent after the collapse of the parent company, and led by David Pleasance, are at least partly the reason why there is still an Amiga scene in the UK.

The Commodore UK team competed against Escom to buy Commodore International, right up until the day of the auction on April 20, when, surprisingly, they declined to bid. A statement was issued to the press which read:

"During the last few days leading up to the bidding process it became clear that Escom and their associates, or Dell computers would have the financial muscle to outbid our independently financed offer. In the circumstances the UK management team took the decision to withdraw early and work with the winning bidder.

"In this way our ability to achieve our original objective of re-establishing the Amiga in a prominent position in the market place would be maximised."

But it seems that Escom plan to involve Commodore UK, at least initially, in their plans for the Amiga.

"We would expect them to utilise the experience of the UK team," said Commodore UK joint managing director Colin Proudfoot.

So is there no bitterness, no sadness that the Commodore UK bid collapsed at such a late stage?

"Well, David was upset, we all were a bit – it's hard to distance yourself from things when we spent so much effort on it – I think it's understandable. But we still have a lot to do," said Proudfoot.

Escom to the rescue?

SPANISH OWNER'S PLEA FOR HELP

Escom's commitment to get Amigas back in production in the next three months will come as a huge relief to owners all over the world. Hundreds of thousands of home users and small businesses have remained loyal to the machine, despite the uncertainty of the last year. In many cases people's livelihoods depend on the Amiga and nowhere is this more true than with Juan Carlos Sanchez, whose whole future depends on being able to buy A1200s and spare parts.





The Amiga is playing a vital role in the Almeria region of Southern Spain, but the worldwide shortage is causing a crisis.

Juan Carlos runs a small company in the province of Almeria in Southern Spain – a semi-desert area which, thanks to advanced irrigation and cultivation techniques, is a major producer of fruit and vegetables.

Juan Carlos has developed a complex irrigation system that is controlled by an A1200 using an extremely advanced program he has written in the *Cluster* language. The program analyses the water and mixes it with fertilisers and balances the acidity levels of the feed.

Because of the worldwide shortage of Amigas Juan Carlos is unable to develop and sell his system, and the situation is now desperate. He has issued a plea for help to the Amiga community to contact him if anyone knows of a supply of A1200s or can sell him second-hand machines or spare parts.

"When we decided how to control the system, of course our first decision was to use the Amiga. Why? Because I am an Amiga freak," he said.

"We started with the A500 and with the introduction of the A1200 with the PCMCIA slot we saw another benefit – solid-state storage. The mechanical systems have problems with vibrations and PCMCIA gave us more security."

● If anybody can help Juan Carlos, contact him urgently at:
Riegos Guadalfeo, SL,
Paralela Ctra, Almeria Km. 1'900,
18600-Motril, Spain.
Tel: 00 3458 820822, Fax: 00 3458 820664.

More Amiga news overleaf ➡

New 060 'Amiga' on the way



With the new processor and fast data bus, scenes like these will be rendered in a fraction of the time of an A4000.



Amiga Centre Scotland have unveiled plans to release an Amiga OS-compatible computer in early next year. Based on the Motorola 68060, it has been developed by MacroSystem GmbH of Germany and named the DraCo. The twist in the tale is that the computer will only run software that doesn't rely on the Amiga custom chips.

That's not the initial disaster that it may seem. Any program that is system compatible and runs on boards such as the Rainbow, Piccolo or Picasso will work with the DraCo. This includes software such as *Lightwave*, *ADPro*, *Image FX*, and *Photogenics*. Hardware compatibility is handled with five Zorro II slots. Hardware that uses the custom chips will not work, this includes 880K floppy drives, genlocks, and the Video Toaster.

Aimed at power graphic users, Amiga Centre Scotland hope that the system will attract users from other platforms: "The quality of Amiga software has long been a source of envy for those involved with other machines. The DraCo will release the power and creativity that Amiga enthusiasts have always known was there," said Martin Lowe of ACS.

The DraCo will be housed in a full-sized tower with 4Mb of RAM minimum, expandable to 128Mb using on-board 72-pin SIMM modules. The SCSI controller is the same as the one used in the Warp Engine and guarantees the highest data transfer rates with a maximum of free CPU time.

A parallel port and triple speed CD-ROM drive will also be included. Software can be transferred from existing Amiga platforms. Pricing has not yet been finalised. Contact Amiga Centre Scotland on 01875 835 387.

FutureNet update

We're not ones for blowing our own trumpet, but yet again *Amiga Format*'s home pages leave all other magazines quaking in our wake with the most popular pages on *FutureNet*.

Overall accesses of *FutureNet* have topped 300,000 per week for the first time and the system will shortly add a more powerful server which should solve connection difficulties during peak times.

Connect to *FutureNet*'s pages on http://www.futurenet.co.uk. and check out *Amiga Format*'s on-line service.

I AM 10

10 YEARS OF THE AMIGA

The Hold And Modify (HAM) mode which gave the original Amiga its 4,096-colour display was an experiment by Jay Minor. He meant to remove it from the final design because he thought it was too slow.

The **joys of buying** a second-hand **Amiga**

By Dale Bradford

It may be a year since the liquidation, but the demand for Amigas is still as great as ever, as I discovered when I decided my home had been Amiga-less for too long. In the old days it was easy, you went into a shop, handed over a wad, and walked out with your purchase. Alternatively, you could telephone your credit card details to any number of mail order merchants, and receive a big brown box within a few days.

Sadly, neither option is available now. The only way of getting your hands on one is through the small ads. Luckily, there were dozens listed in the publication I bought, on the first day it went on sale. I knew what I wanted – a bog-standard A1200. I would have loved an A4000, of course, but let's be serious...

Most of the A1200s I circled had extras – accelerator cards, printers, scanners, hard drives and so on. None of which I wanted – nor did my budget allow it. Unfortunately, none of the advertisers were prepared to split their systems. The remaining A1200s were, I thought, outrageously expensive (nothing under £250) when you consider that a brand-new, complete with on-site warranty, machine could be picked up for less than £300 a few months ago. The solitary £250 machine led me to an answerphone, which gave me another number, which was engaged – permanently. Sod that.

There were columns of A500s, but even these were priced between £130 and £200. To put this into perspective, 286 PCs, contemporaries of the A500 – complete with colour monitor and hard drives – were being offered for less than £100, and these would have cost many times the A500's original purchase price.

Perhaps the next time an A500 owner writes in to criticise *AF* for allegedly concentrating on A1200s, they might stop and think that at least their machine is still relevant, and can run a fair amount of recent software – a 286 is next to useless (and virtually worthless).

An A600, complete with colour monitor and serious software, caught my eye at £270, so off I went to inspect it. What a disappointment! The ultra low-res monitor (sans sound) had been liberated from an Amstrad CPC, and the 'serious software' amounted to a disk box full of copies.

By this time, I had used five hours of my time, boosted BT's profits quite considerably, and had travelled a fair distance, so I explained to the elderly vendor that I just wanted the machine, power supply unit and mouse; how much? The git wouldn't let it go for a penny less than £150 – only £49 less than its last selling price, as a pack – and he was convinced he'd get it, if not from me then someone else.

Returning to the telephone, I redialled some of the A1200 ads – several had been sold – aah! panic! Then I suddenly remembered the £250 one, redialled, and joy of joys, got through. I arranged to be waiting on their doorstep, when they returned from their day's labours, with the cash. Which is what I did. And no, I didn't even try to haggle.

As I lugged out my purchase, they received two more telephone calls from hopeful buyers. Boy, did I feel smug and pleased with myself. The Amiga dead? Hah! Try buying one, pal.

News continued overleaf ➡

niblets

SENSIBLE WORLD OF SOCCER

Sensible World Of Soccer is bugged. Values of players drop when they shouldn't and there are other bits which aren't right. So, Sensible Software have ironed out the faults, updated the player data and improved the whole fellow. And you can get this update disk for nothing, if you have the game. Renegade will be posting the update disk to everyone who has returned their registration card, and those that do so in the near future will also get one. Hurrah!

BACKLASH TO DEATH ON THE NET

A report in the *Daily Express* hinted at the inevitable backlash that's bound to rock the Internet in the next few years.

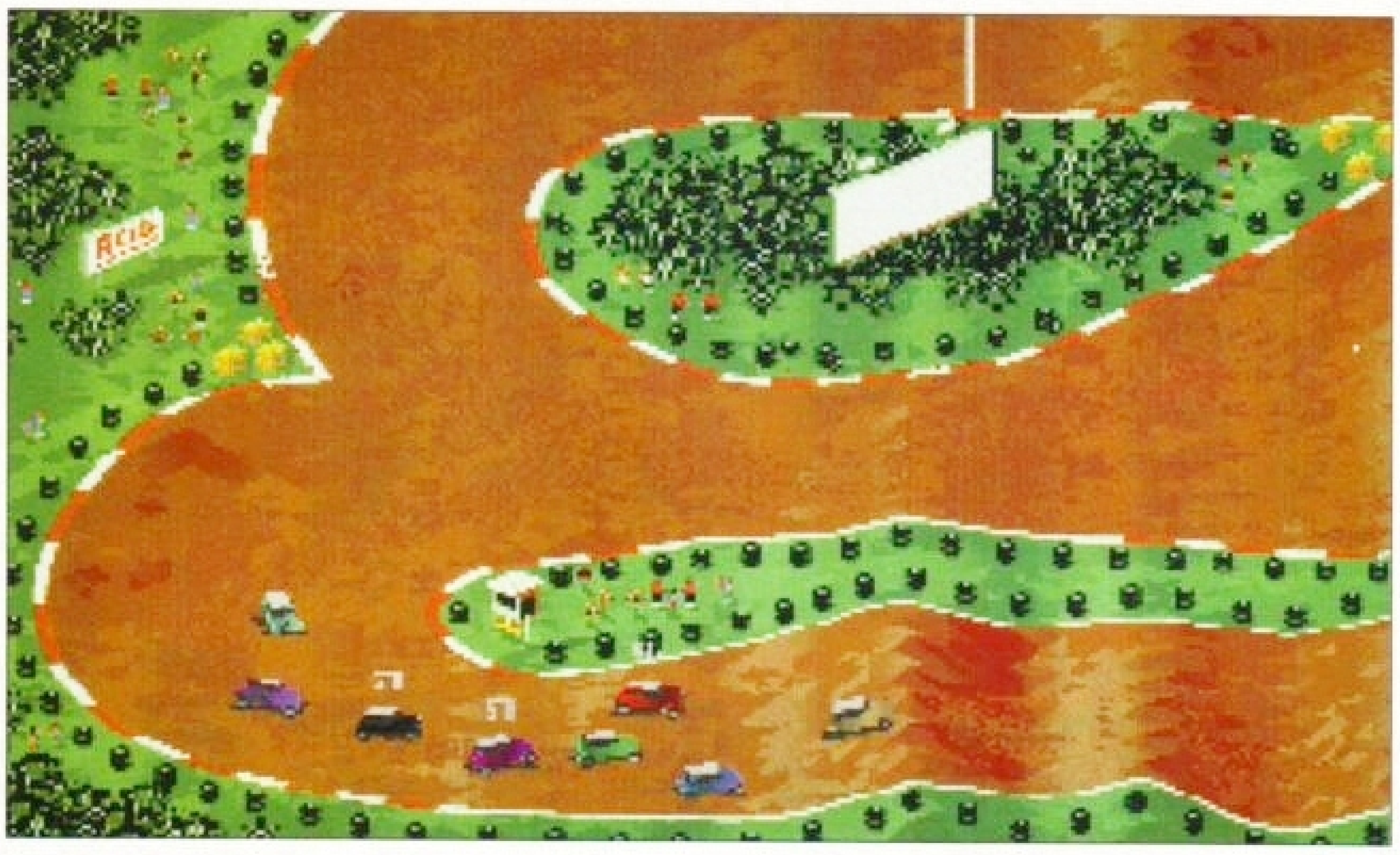
Entitled *DeathNet*, the story said that people were being encouraged to kill themselves and that euthanasia should be practiced by anyone who's terminally ill. The truth of the matter is somewhat different.

To celebrate the English Day Of The Dead on April 23, The Natural Death Centre pre-prepared several pages on a World Wide Web site. The pages cover subjects as diverse as the legal aspects of being buried outside the realms of a conventional Christian burial, to Shamanistic approaches to death.

While some people may find it tasteless, others will find it compassionate and useful.

Death on the Net can be dug up on http://www.protree.com/worldtrans/naturaldeath.html

Consoles eat Amiga's dust



The performance of *Super Skidmarks* in the all-format software charts this month proves that the Amiga market is a force that only the exceedingly brave or stupid developer can ignore.



With all the fear about hardware prices, the real power lies with the software developers.

Encouraging news for the new owners of Commodore this month. *Super Skidmarks* on the Amiga has sold twice as many units as any other game title on the Super Nintendo or Mega Drive for the month of March 1995, proving the insurmountable solidity of the machine and the loyal, stable user base eager for quality software releases.

March is traditionally the last of the 'productive months' for console games. As such, these figures bring the whole issue of game consoles' viability into question. Market share in the three-month period from December 94 to March 95 has dropped by a staggering 20 per cent

Already publishers are pulling back sharply from the market with a glut of cancelled releases and heavily discounted titles. Retailers are also making very little out of cartridges due to the need to wage price wars against aggressive discount stores such as Future Zone.

Gary Berkley, HMV's computer game editor said: "All the kids are buying at the moment is cheap crap." Gallup's Dorian Bloch described the state of the console market as, "pretty depressing."

New Kodak system on the cards

Kodak have developed a new Image Verification System (IVS) hypercompression technique that can store a full colour image in 400 bits (50 bytes) of information and which could be used in the controversial identity card scheme.

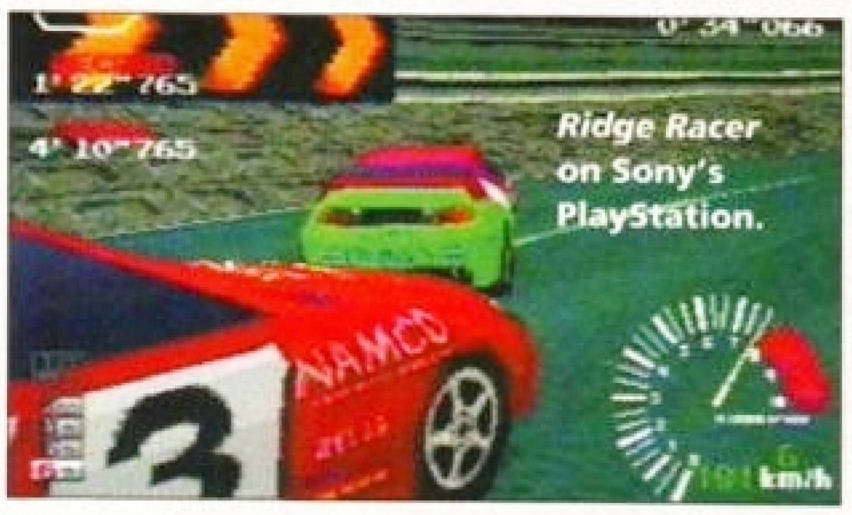
The system fits easily on to the magnetic strips of standard bank and credit cards without interfering with other vital information stored there. It seems likely that this technology will figure heavily in the Green Paper now being published by the Government on compulsory ID cards. The lack of expense and ease of manufacture of cheap magnetic strip cards is likely to lead to an immediate uptake if the scheme ever passes through Parliament.

The technology could also filter through to the consumer and may revolutionise graphic and video work.

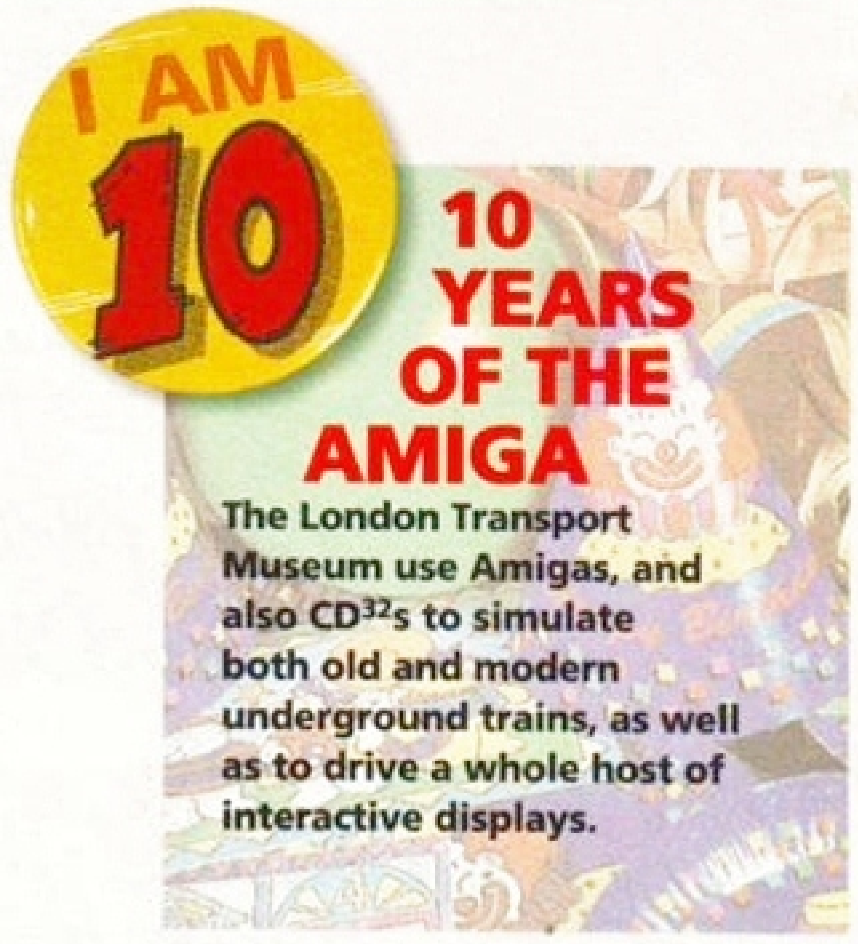
PlayStation price shock

With the record-breaking rise of the Yen on the international currency markets recently, the magic price point of £300 for the Sony PlayStation looks increasingly unattainable.

Compounding the problem for Sony is their licensing agreement which will cost developers around £7-£9 per unit sold, thus destroying any hopes of games retailing at under £40.

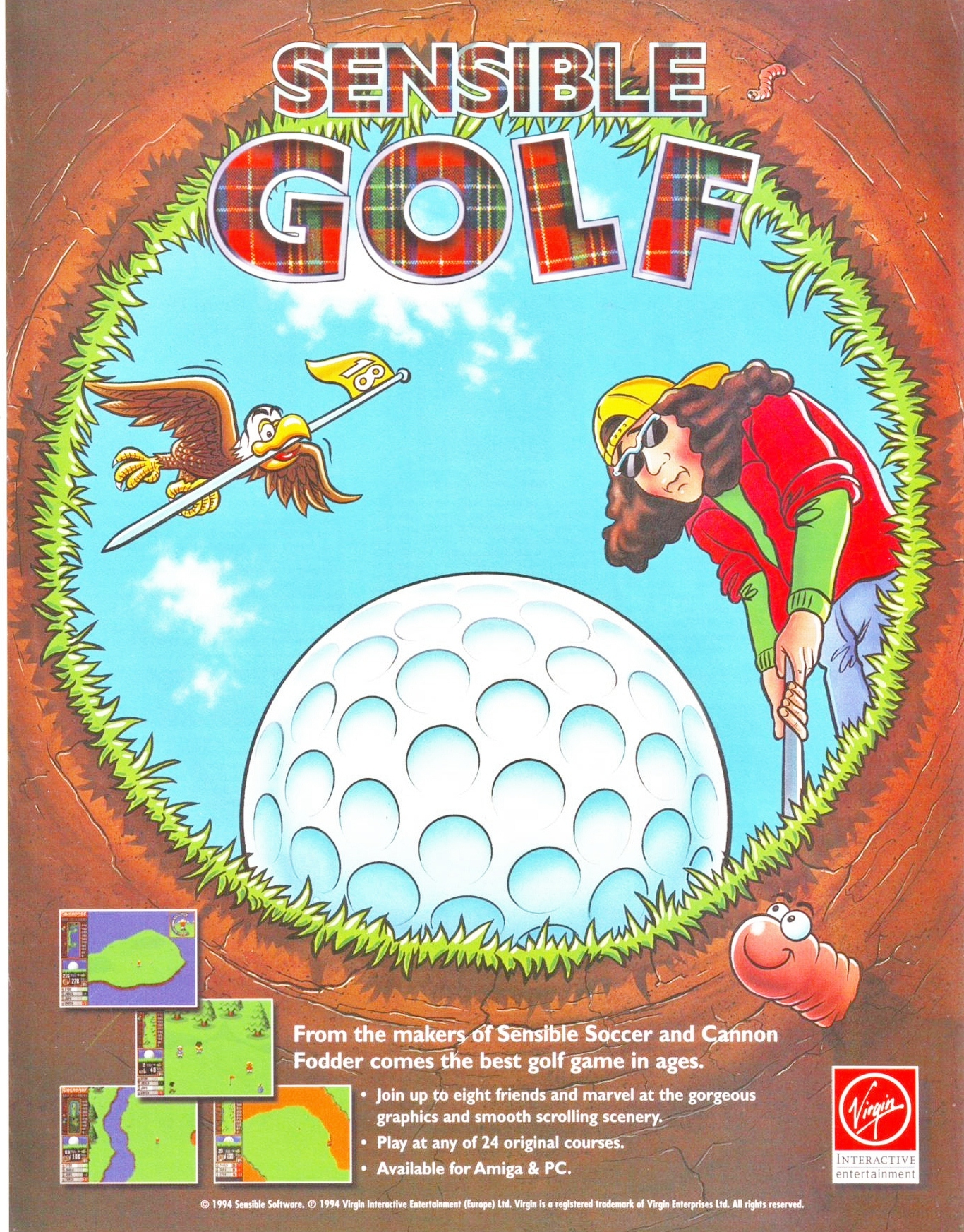


Ridge Racer on Sony's PlayStation.



10 YEARS OF THE AMIGA

The London Transport Museum use Amigas, and also CD^{32}s to simulate both old and modern underground trains, as well as to drive a whole host of interactive displays.


SENSIBLE GOLF
18
From the makers of Sensible Soccer and Cannon Fodder comes the best golf game in ages.
• Join up to eight friends and marvel at the gorgeous graphics and smooth scrolling scenery.
• Play at any of 24 original courses.
• Available for Amiga & PC.
Virgin
INTERACTIVE entertainment
© 1994 Sensible Software. ℗ 1994 Virgin Interactive Entertainment (Europe) Ltd. Virgin is a registered trademark of Virgin Enterprises Ltd. All rights reserved.

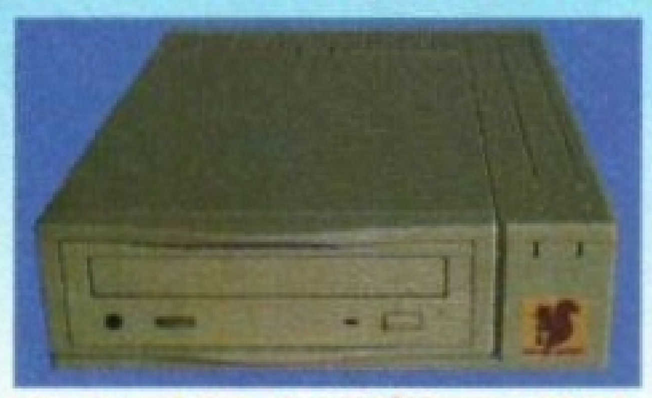
NICE ONE SQUIRREL!

Amiga Format 93% CU Amiga 94%
Amiga Shopper 95% JAM "The best piece of hardware I've ever bought for my A1200 ... well done, HiSoft!"

Squirrel SCSI — CD-ROM • TAPE DRIVE • MAGNETO OPTICAL • HARD DISK • SYQUEST • SCANNER • FLOPTICAL

As you can see, the Amiga press has gone nuts over our new Squirrel SCSI interface for the A600/A1200. In case you've missed these reviews, the Squirrel SCSI is a plug-and-play add-on that allows you to connect up to 7 SCSI peripherals to your Amiga. Just think of it, CD-ROM, Hard drive, Scanner, DAT, Optical, SyQuest, Tape Streamer - all on line at the same time! No wonder we named it after that famous storage-hungry animal! To go with Squirrel, here are some great value devices...

SCSI CD-ROM Drives



Squirrel 2x - int £129, ext £189
New! Squirrel 4x - int £199, ext £259

Introducing our brand-new quad-speed CD-ROM drive, the Squirrel 4x; a feature-packed, lightning-fast drive at a stunning price. This is the flagship of our range of CD-ROM drives, all designed to suit your needs and your pocket.

Squirrel CD-ROM drives are cased in extremely stylish enclosures with all SCSI connectors and offer fast access times, stereo headphone sockets with volume control, phono line output, PhotoCD™ multi-session support, CD32 emulation (with the Squirrel SCSI interface), CD-DA compatibility with the convenience of tray-loaded action. The Squirrel 2x CD-ROM drive offers 300Kb/sec transfer while the Squirrel 4x attains 600Kb/sec (sustained) with a 190ms access time, the fastest CD-ROM yet on the Amiga.

These are the drives we use for developing and testing the Squirrel hardware and software - need we say more?

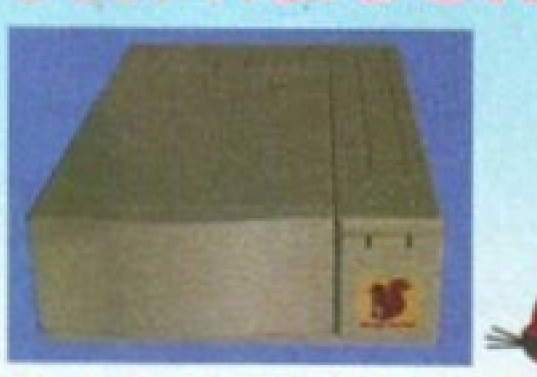
SyQuest Drives



88Mb - int £269, ext £329
270Mb - int £419, ext £479

Introducing removable SCSI drives for your Amiga. Based on reliable, proven SyQuest™ mechanisms, these 88Mb and 270Mb units offer transportable, compact, high performance and, above all, expandable storage for all your computing needs. SyQuest is the world leader in this technology across computer platforms which means that you can transfer work between Amiga, Macintosh™ and PC, with ease. We recommend the CrossDOS and CrossMac software packages to simplify portability - *call for pricing*. Our drive prices include 1 free cartridge.

SCSI Hard Drives





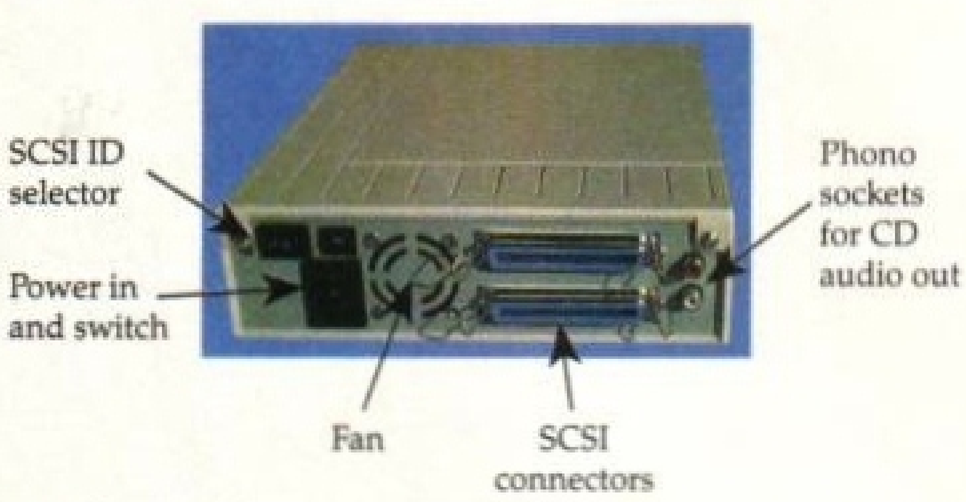
270Mb £169, 540Mb £239
730Mb £279, 1Gb £479
Add £60 for external units

Hard drives are becoming more and more affordable and we can now offer some tremendous prices on a range of superb quality, Quantum drives in a range of capacities.

These drives offer fast seek times (14ms @ 270Mb, 11ms @ 540/730Mb, 9ms @ 1Gb), large caches and high speed data transfer rates (1.5Mb/sec with Squirrel). All units can be supplied for you to fit in your own case or pre-installed in one of our professional Squirrel Storage Cases. The Squirrel does not auto-boot external hard disks but you can do this from floppy or from internal IDE hard disk.

We can supply all leads, terminators etc. Please feel free to discuss your exact requirements with our friendly, technical staff.

Squirrel Storage Systems



All our Squirrel Storage Systems come either bare (*int* - ready for installation internally within a suitably-equipped Amiga or other computer) or fully-cased (*ext*) with integral power supply, SCSI in/out, SCSI ID selector and audio out (for CD-ROM). The cases we supply are high quality, shielded, snap-together enclosures, each with 40W power supply - the back panelof the 5.25" case is shown above. These SCSI enclosures are available at **£69.95** each (please specify 3.5" or 5.25" when ordering).

The neat Squirrel SCSI interface is shown on the right. The unit simply plugs into the PCMCIA slot, comes complete with all the software you need together with a cable which terminates in a 50-way Amphenol plug to attach to your first SCSI device.



the Squirrel SCSI interface

Twist 2

Twist 2 is the new, friendly, relational database for all Amigas. Twist's range of power features such as its integrated forms designer, its varied & multi-level querying, its N:1 1:N & N:M relations coupled with its un-cluttered, well-designed user interface make it ideal for both the first-time and the seasoned database user.



Twist 2 is the only database you will ever need - a product that expands to meet your requirements as they grow. So, before you buy another database, why not take a look at the Twist demo disk?

AURA

The latest of our highly acclaimed sound samplers for the A600/A1200, Aura offers high performance 12/16 bit quality with direct-to-disk sampling plus a host of software features. Octamed 5.04 up compatible.

96% Amiga Shopper 90% AUI

GAMESMITH

Professional game development is made easy with the new GameSmith Development System. Over 3 years in the making, GDS gives you the low level power to create the masterpiece of your dreams in a single, easy-to-use, comprehensive environment, using C or assembler. Comes complete with junior versions of Dice C and Devpac 3. **90% AUI 92% CU Amiga**

Termite



Afraid of becoming a hedgehog on the Information Super Highway? Don't worry, Termite is so easy to use that even a first time user will feel at home. Yet it has all the power and flexibility to satisfy the most seasoned modem warrior!

Termite is packed with features and comes with its superb Button Bar already set up for instant access to CIX and many BBSs. **88% Amiga Computing**
95% AUI 88% CU Amiga

Ordering Information

All HiSoft products (see the complete list below) should be available through your favourite Amiga dealer. If you have difficulty in obtaining any title you can order directly from HiSoft - just call us free on **0500 223660**, armed with your credit or debit card; we will normally despatch within 4 working days or, for an extra £6, by guaranteed next day delivery (for goods in stock). Alternatively, you can send us a cheque or postal orders. All prices include VAT. Export orders: call or fax to confirm pricing and postage costs. © 1995 HiSoft. E&OE.

HiSoft products for your Amiga: Squirrel SCSI interface - £69.95, Squirrel Storage Systems - as above, Aura 12/16 bit sampler - £99.95, Megalosound 8 bit sampler - £34.95, ProMidi interface - £24.95, HiSoft Devpac 3.14 - £79.95, HiSoft BASIC 2 - £79.95, HighSpeed Pascal - £99.95, Gamesmith - £99.95, Termite - £39.95, Twist 2 database - £99.95, Maxon Magic - £29.95, Upper Disk Tools - £14.95, VistaLite inc MakePath/TerraForm - £39.95 and much more. **Coming soon: DiskMagic (disk tools) and Cinema4D.**



HiSoft SYSTEMS
The Old School, Greenfield
Bedford MK45 5DE UK
Tel: +44 (0) 1525 718181
Fax: +44 (0) 1525 713716

the first 10 years

It has been 10 years, 10 long, great years (apart from the last one) that the Amiga has graced us with its existence. It seemed only fitting that we should gather together the great and the good of the Amiga community for a special testimonial to the machine to which so many of us owe so much.

But don't be fooled, this is not a self-indulgent, tear-jerking, nostalgia diatribe, but rather a tribute to the greatest home computer the world has ever known. There is plenty of history here, but not all history is bunk – understand the Amiga and how it evolved and you understand a great deal of the home computer market. The history of the Amiga has much to tell you of the future.

It is somehow typical of the Amiga's unconventional approach to life, and the machine's great sense of timing that we should be celebrating the Amiga's 10th birthday in the same issue that we reveal Escom's future plans. I'm sure it won't be the last trick this machine plays on us all...

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The Amiga itself was launched 10 years ago, but it wasn't an overnight success. Nor did everything go right for it.

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One of the reasons the Amiga has been a great success is the wealth of support it's had from third-party manufacturers.

THE HISTORY OF AMIGA GAMES 28
Let us not forget all of those wonderful games, some of which spawned entirely new genres.

LOOK TO THE FUTURE 33
This ain't the end, the Amiga will be with us for a long time to come – and then some.



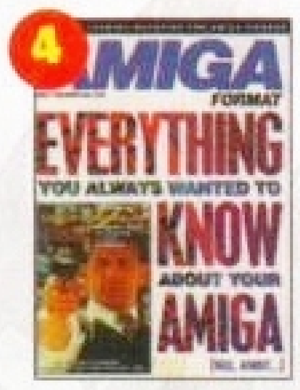
AF1 (Aug 1989) The first issue of a magazine that already had 13 issues behind it. The *ST/Amiga Format* bond was broken in August 1989. Top 5 games are: 1. *Balance Of Power.* 2. *Denaris.* 3. *Dungeon Master.* 4. *Elite* 5. *F-18 Interceptor.*



AF2 (Sep 1989) Technical editor Jason Holborn previews the A590 hard drive for the A500. This "rather stylish colour co-ordinated case" would have set you back £445 in Sept 1989 for the standard 20Mb drive. A couple of megabytes of RAM cost a further £320.



AF3 (Oct 1989) *F-16 Fighter Pilot* scores a high-flying 94 per cent, the all-action shoot-em-up *Strider* gets 91 per cent, *Xenon 2* scores 93 per cent and *Waterloo* weighs in with 92 per cent. Steve Jarratt gave the labyrinthine *Astaroth* a measly 41 per cent.



AF4 (Nov 1989) A new bundle for the C64 is launched featuring a light gun, 3D glasses, games, quiz, music and paint software and a typing tutor. Cost £149.99. War game *Red Lightning* scores a 90 per cent *Format* Gold.



AF5 (Dec 1989) The very successful *Batman* pack is launched and Commodore UK MD Steve Franklin predicts sales of 60-70,000 A500s over Christmas 1989. Highlights at the Personal Computer Show include *Music-X, Pen Pal.*



AF6 (Jan 1989) Two classic Amiga games earn *Format* Golds. *Stunt Car Racer* gets a massive 93 per cent and the original *Sim City* scores 92 per cent.

The people's computer

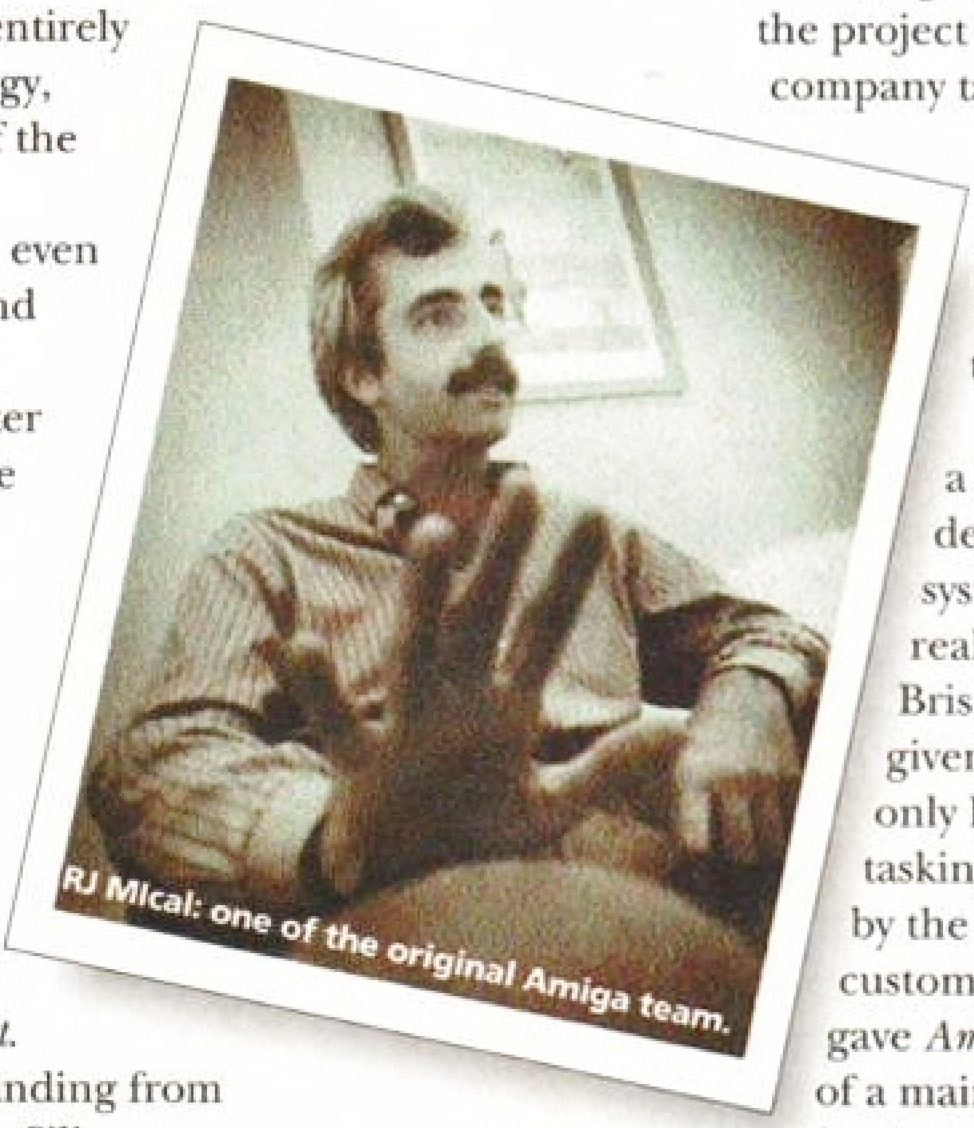
In June, 10 years ago, the Amiga was first revealed to an unsuspecting world at the Consumer Electronics Show in Chicago. Nick Veitch charts a decade of Amiga achievement.

Whatever your feelings on recent Commodore events, nothing should distract from this month's quite momentous anniversary. For in June, 10 years ago, the Amiga was revealed to the world. It was a ground-breaking release of a machine which in its lifespan has dramatically changed the perception of the home computer.

The early Eighties were the real heyday of the home computer, with more models than you could quite comfortably shake even a very large wooden object at. It started with Sinclair's ZX80, and ended up with the Vic 20, the Commodore 64, the TI-44a, the Jupiter Ace, the Atari 400, the Spectrum, the Amstrad 464 and the BBC Model B. Who remembers the Sword M5, the Aquarius and the Oric Stratos?

Towards the mid Eighties even Commodore were getting cynical by repackaging the old 64 in several new combinations. But there was nothing groundbreaking about many of these machines. They relied almost entirely on conventional chip technology, components they could buy off the shelf from the major chip manufacturers – many of them even used exactly the same sound and graphics chips.

In 1982 a group of computer designers got together to create the best games machine ever known. Jay Miner had experience at Atari designing for the VCS system. With him were Dave Morse from Tonka Toys and RJ Mical from Williams, the arcade machine company who produced *Starbike* and the all-time great pinball table, *Black Knight*. Having secured $7million in funding from a trio of dentists, they moved to Silicon Valley and got to work. They called themselves Hi-Torro and pretended they were developing new joysticks. The cover went a bit further. In case their private phones were tapped, the team used code names to refer to the individual silicon packages which made up the custom chip set. It was decided that the least suspicious aliases would be girl's names – hence the Paula, Agnus and Denise chips. This led to the project being called Lorraine and the company taking on the name Amiga – the Spanish word for girlfriend.



RJ Mical: one of the original Amiga team.

Although originally the brief was to produce the best games machine ever, things didn't turn out quite that way.

The first major step towards a true home computer was the development of an operating system. A games machine didn't really need much of one, but Bristol-based Metacomco, who were given the task of creating *AmigaDOS*, only had experience with multi-tasking mainframe software. Excited by the raw power of the Amiga's custom chip technology, Metacomco gave *AmigaDOS* the multi-tasking power of a mainframe, which was unique to the Amiga in those days.

More importantly, it gave the Amiga a new role. The early consoles took a kicking. At around this time Atari, already looking at developing a 16-bit home computer of their own, were forced to dump large numbers of *ET* game cartridges for their VCS system in a large hole in the desert – only a third of those produced were ever sold, and half of those were returned to the shops.

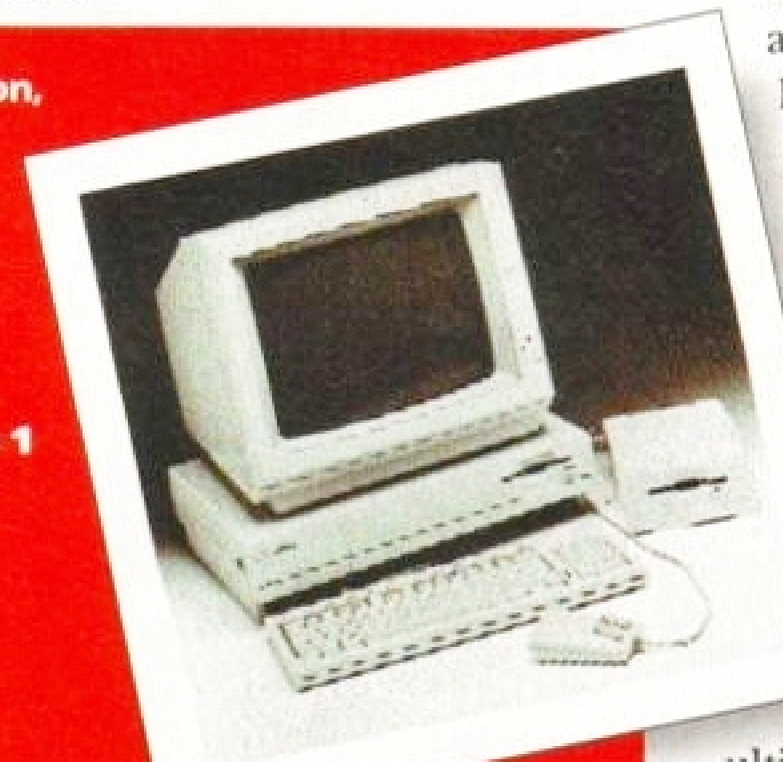
It was around this time that speculative, private investors began to have second thoughts. Was the whole games industry, which had seemed unstoppable, ultimately just a house of cards? Even in

A1000

The original Amiga was launched way back in 1985. It looked very much like the A2000, but had only 256K of memory and the entire Operating System came on floppy disk. At the time though it was impressive enough to inspire a great many people, some of them famous names like Andy Warhol and Debbie Harry, to get involved in what was a new adventure in home computing.

Its high price tag prevented it from becoming a mass-market machine though, and sales did not even begin to recoup the development costs. The A1000 is no longer in production, but many are still lovingly cared for all over the world.

Processor: 68000
RAM: 256K
Workbench/Kickstart: 1
Chip set: Original
Expansion ports: Original Zorro slot





7 AF7 (Feb 1990) The February issue of *Amiga Format* reported that Dean and Olivia Dibsdall had bought the 200,000th A500 sold in the UK. The machine was bought in a shop in Woking.



8 AF8 (Mar 1990) *Amiga Format* broke the news from the CES in Las Vegas that Commodore planned a console based on the Amiga. The working title was the Amiga Compact Disc Console or AC-DC. *Austerlitz* scored 91 per cent, *PageSetter 2* gets a rave review.



9 AF9 (Apr 1990) The release of a kit to convert the A500 into an A1500 is imminent, according to the *AF* news pages. *Conqueror, Dragon's Breath* and *Knights Of Crystallion* all score *Format* Golds. The release of *AMOS* is eagerly anticipated.



10 AF10 (May 1990) A new A500 *Flight Of Fantasy* bundle is released for £400. It features *F-29 Retaliator, Rainbow Islands, Escape From The Planet Of The Robot Monsters* and *DPaint II*. *Rainbow Islands* and *Player Manager* score *Format* Golds.



11 AF11 (June 1990) The kit to convert your A500 into an A1500 arrives. It costs about £1,300 and Jason Holborn confidently predicts the operation should only take about half an hour. Commodore announce the release of the A3000 – for £2,500.



12 AF12 (July 1990) The results of an *AF* reader survey reveal that 62 per cent are in full-time employment, 57 per cent own a printer and 27 per cent intend to buy one. The favourite cover was Issue 5 and just four per cent of *AF* readers are female.

the UK, many games developers were in trouble. The spectacular boom and bust cycle led to a degree of conservatism throughout the industry.

Unfortunately, the Amiga team were nowhere near finishing their project. Lorraine needed more investment and the dentists weren't going to pay for it. Atari almost tied up a deal for the company, but while they were negotiating, Commodore stepped in with a much bigger offer. Commodore's input on the original Amiga was almost purely a financial one.

Atari still had time to come up with something else though. Cobbling together their existing ideas with some of the conventional chip technology of the time, they succeeded in beating Commodore to launch with the first 16-bit home computer, the Atari ST.

Technically speaking the original ST was far inferior to the Amiga. It had no custom chips to handle the graphics or sound, so it was heavily dependant on the CPU (Central Processing Unit). Atari had opted for the same CPU chip, the Motorola 68000, which had just been developed and had gone into service with the Apple Macintosh II.

The only specification that the Atari actually beat the Amiga on was speed. Although they both used the 68000, the Atari was clocked at 8Mhz, whereas the Amiga was slowed to 7.14Mhz due to its internal architecture. Much was made of this at the time, but it was a very misleading comparison because the Amiga could handle many tasks much faster since it didn't rely on the CPU to do everything. The other major difference was price. The ST was then selling at £799, while people joked that the A1000 had been given its name because of the price – £1,500.


Irving Gould, the former owner of Commodore.

It wasn't until the launch of the A500 that the Amiga became a mass-market machine. The vicious price wars that developed with Atari all but cleared the field of competitors in the home computer market. Standard 8-bit machines became redundant very quickly. The A500 was a phenomenal success, and sales soon far outstripped those of the ST. It wasn't long before enterprising third-party manufacturers started producing simple add-ons, such as RAM expansions.

Workbench, although confusing for some people, was widely recognised as a great step forward. Using the now familiar GUI, or Graphic User Interface, it broke away from the standard command entry fare of earlier machines, although the power of command entry was kept in the form of the CLI.

Very little changed for the Amiga for quite some time. Although Workbench was updated to version 1.3, on the hardware front, most new developments came in the form of hardware add-ons, like the DigiView digitiser (from NewTek, who also produced *DigiPaint* and various other titles before the Video Toaster brought them fame), hard drives (like the Vortex), scanners and external disk drives.

Commodore did produce their own hard drive (the A590), but the original model was very slow, it was large and it didn't have a through port. The A590 couldn't really be considered an engineering feat, although it overcame a lot of problems suffered by other drives.

On the software side of things, companies such as Gold Disk, Central Coast, NewTek, Digita and Electronic Arts were producing aspirational products way ahead of applications on the office computers of the day. Typically, the Amigas of these days were not over endowed with documentation. The manuals were very poor indeed. On the one hand the Workbench manuals had

Continued overleaf ➡

THE EDITORS SPEAK: BOB WADE



Anniversaries are usually occasions for celebration. However, this one is overshadowed by the current state of the Amiga market – and it's not just future Amiga hardware and software that are at risk, it's Britain's standing as the producer of the most innovative games in the world.

As well as being an ex-editor of *Amiga Format*, I am now the publishing manager of Binary Asylum, and as such the Amiga is of a great deal of interest and importance. The importance lies in the fact that up until its disappearance from High Street shelves, the Amiga was the only computer competing with the consoles at an affordable level for the hearts and minds of the nation's youth.

Without the Amiga there is no computer for under £500 that can compete with the attraction of the new 32 and 64-bit consoles. And the relevance of all this? In 10 years time, where are the new generation of games writers going to come from? You can't learn to program on consoles and PCs are expensive and still relatively unfriendly.

With the hobbyist route to programming stifled, you rely on the education system for programming stars of the future and there's no evidence of that occurring. *Amiga Format* is still here and fighting and so are you – if you don't want a future dominated by nauseatingly cute characters, indistinguishable platform games and identical fighting games, it's up to us all to make sure it doesn't happen. To give all of us a chance, we need a computer that's affordable, easy to use, has superb graphics and sound and can exploit the talents of current programmers.

Is it all too late for the Amiga? I hope not.

● Bob Wade was editor from *AF1-AF19*.

JEREMY RIHLL OF DIGITA INTERNATIONAL

Q **Most important hardware release?**

A **A500. It started the mass-market popularity of the Amiga.**

Q **Most important software release?**

A ***Wordworth*. It was the first piece of mass-market productivity software bundled by Commodore and, in turn, it changed the perception of the Amiga as just an inferior console machine.**

Q **What first attracted you to the Amiga?**

A **In April 1988, David Pleasance called me and said: "I really like your Atari software range. Do you fancy writing some financial software for an Amiga bundle we're about to offer to the entire American Express software base?"**

Q **Has the Amiga been good to you?**

A **Exceptionally good and very entertaining.**

Q **If production of the Amiga continues, will you support it?**

A **Yes, most definitely.**

Q **Which team do you play in *Sensible Soccer*?**

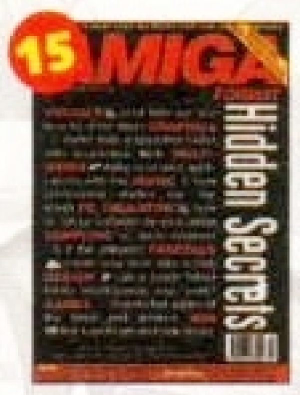
A **What's *Sensible Soccer*?**



AF13 (Aug 1990) The Amiga world is taken by surprise by the preview of CDTV at the Consumer Electronics Show in Las Vegas in June. "This will change forever the way we communicate, learn and entertain," predicted Commodore International owner Irving Gould.



AF14 (Sep 1990) Turtle mania hits the Amiga with the news that Robert Maxwell's Mirrorsoft company has bought the game licence for the film smash. The game was eventually released on the Amiga to a less than ecstatic response. See Issue 19.



AF15 (Oct 1990) *Kick Off 2* tops the Amiga games charts, closely followed by *Turrican, Shadow Warriors, Italia 1990* and *Midwinter. Operation Stealth* and *Supremacy* earn *Format* Golds.



AF16 (Nov 1990) *Amiga Format* boasts a 40 per cent increase in its circulation for January to June 1990. Circulation for that period was 57,123 copies a month, which is just over half the present circulation of the mag.



AF17 (Dec 1990) CBM once again spring a surprise when they launch the A1500 PHC (Personal Home Computer). It cost £999, had two floppy drives, 1Mb of RAM and was bundled with a 1084S monitor, *DPaint III, The Works, Their Finest Hour, Populous* and *Sim City*.



AF18 (Jan 1991) More than two million Amigas have now been built worldwide and 500,000 have been bought in the UK. The release of CDTV is delayed until March 1991.

TEN YEARS OF THE AMIGA: THE ENGINEER'S TALE
By Dave Haynie

It was over 11 years ago that I was introduced to the Amiga. I was helping out in the Commodore 128 Introduction, a computer show where I hooked up with some of the Amiga designers. I got to take apart an early A1000. In the months to follow, I read everything I could get on this new machine, and knew before long I had to be a part of it.

In my early years at Commodore, our design methodologies were the opposite of those popular in the personal computer business. We used custom chips, system, and software designs. Most computer companies had no control over more than one of these elements, and in many system design groups, the chip and software people were regarded as enemies. Doing things our way, a relatively small group of engineers could create a computer that worked far better and cost far less than anything that could be done by various disconnected design committees.

The Amiga was created with the same philosophy, only its designers took it a step or two further. They had been extremely aggressive on the computer's architecture, at the chip, system, and software level. To an engineer, this was a work of art, so unlike anything done at IBM or Apple. And by 1986, Amiga projects were taking over at Commodore. Amiga engineering hit its peak between the A2000 and the A3000 when we were running at the edge of technology – that alone is a rare experience in engineering.

A good example of this was back in early 1988. I had just managed to get an A2630 prototype working at 16Mhz. I came into work one day, and on my desk a manager had left a 20Mhz 68030 prototype, hand-marked, straight from Motorola, for room-temperature use only. I worked until early afternoon, when I had the system stable at 20Mhz. After lunch, I returned to find a similar hand-marked chip – this one claimed to be a 25Mhz prototype. Hours later I had the system stable at 25Mhz. I put up a sign that said World's Fastest Amiga, then went home to sleep. Come Monday morning, it was still going...

Working on the Amiga was nothing short of the ultimate in engineering experiences. On the best projects, so much of your heart, soul, and sweat went into any design that it became indistinguishable from you. I worked 15-20 hours a day, at Commodore and at home, for months at a time. I kept a sleeping bag under my desk, and stayed over at least one night a week, for years running. I dreamed about the projects I was working on, and even occasionally figured out problems in those dreams. The pace was incredible, yet all we wanted was more of it. This was the absolute pinnacle of the engineering arts. Very few engineers ever get there, even briefly.

The first problems came with the A3000. While the project itself was the last great adventure in my group, it wasn't the machine we wanted. We asked for better graphics; we were told by management: "Read my lips – no new chips."

This downward spiral got steeper in 1992, when engineering management was changed. The new management had no idea of the pace necessary to keep the Amiga going, and they intentionally delayed new technology. If working on the Amiga could be an example of the best of engineering, this kind of frustration is the worst it gets. When doing your best isn't good enough, at least you can feel you fought bravely. When you're told you won't be allowed to deliver your best, when you see what you've tried to create intentionally ruined by leaders with small imaginations, the results are devastating, both personally and in the resulting designs.

very little detail and the 1.3 enhancer was excellent in its technical wealth, but difficult for the new users to understand. This led to a very interesting development. People who actually used their Amigas for anything more than playing games faced a difficult rite of passage trying to find out what commands did what, which directories on Workbench were really needed and so on. In the end, many Amiga users ended up knowing more about the machine and how it worked than all but a few staff at Commodore UK.


Medhi Ali: former MD of Commodore.

In a way this was a good thing. Amiga owners knew a lot about how the Amiga worked, and, more importantly, how it *should* work. Time and time again, useful utilities and real advances came from PD software, written by small groups of owners who'd taught themselves how to program. The Amiga no longer belonged to Commodore – it belonged to the people.

New machines released from Commodore included the A2000 and the A1500. The A2000 incorporated Zorro slots, a system of expansion which made later add-ons cheaper, more compatible and easier to add. The A2000 also included a SCSI interface and a hard drive as standard – something which certainly made the Amiga's Operating System much easier to use. Commodore developed the idea of the Amiga as a home entertainment system into the CDTV, a precursor of the CD^{32}, which was an unmitigated disaster. It was certainly ahead of its time, a console-style Amiga which used CDs as the standard medium of storage. Commodore's 'baby' was subjected to terrible mis-marketing, which meant that few units were sold.

It was also rather sad that at its heart it was still running on Workbench 1.3, even though Workbench 2.0 was released shortly afterwards as part of the Amiga 3000.

The A3000 included Zorro III slots – a multiplexed form of the now standard expansion slots, and featured Workbench 2 and some seriously upgraded custom chips. Running on the (then) new Motorola 68030, it was faster than any previous Amiga by a large margin. The A3000, the A3000 tower and the A3000UX (a UNIX-capable variant) are widely considered to be the last truly cutting-edge Amigas. The development of Workbench 2 was a landmark event too.

It was only a matter of time before others tried to imitate the Amiga's success. Not through head-on competition, but by emulating the concepts which the Amiga had pioneered – a heavy reliance on

A500

The A500 was introduced in 1987 and was still being manufactured in 1991. It replaced the A1000 and introduced the world to Workbench 1.2. With a stonking great 512K of memory, plus the celebrated Paula, Agnus and Denise chip set, this is the machine which forged an empire for the Amiga.

The A500 had two expansion slots, one underneath and one on the side. This caused many third-party manufacturers to develop a wealth of peripherals for it, some of which are still in production today. The A500 is where many of the modern giants such as NewTek started out. The A500 was eventually phased out in favour of the A500 Plus.



Processor: 68000
RAM: 512K
Workbench/Kickstart: 1.2/1.3
Chip set: Original
Expansion ports: DMA expansion slot, trapdoor slot



AF19 (Feb 1991) A rather optimistic headline for a story about the AT Once PC emulator board for the A500 read: New Amiga Board Makes IBM PC Redundant. The Video Toaster begins shipping. *Teenage Hero Mutant Turtles* scores 35 per cent.



AF20 (Mar 1991) The release of the CDTV is put back again until April. *Lemmings* hits the Amiga and earns a 92 per cent Gold rating. *Speedball 2* scores 94 per cent and *MiG 29 Fulcrum* strikes Gold with a 90 per cent score.



AF21 (Apr 1991) *Amiga Format* was first with the news of a new A500 with 1Mb RAM as standard. Commodore seemed strangely silent on the subject. *Deuteros* and *SWIV* earned *Format* Gold scores.



AF22 (May 1991) *Scala* arrives on the Amiga and gets a rave review. *Railroad Tycoon* and *PGA Tour Golf* both score *Format* Golds.



AF23 (June 1991) *Amiga Format* reports that CDTV will go on sale in May. The 3D rendering package *Imagine* takes the Amiga by storm.



AF24 (July 1991) The A500 *First Steps* 1Mb bundle takes a £100 price drop to £499. *Bars&Pipes Pro* and *Wordworth* are released to good reviews. *F-15 II* and *Eye Of The Beholder* score *Format* Golds.

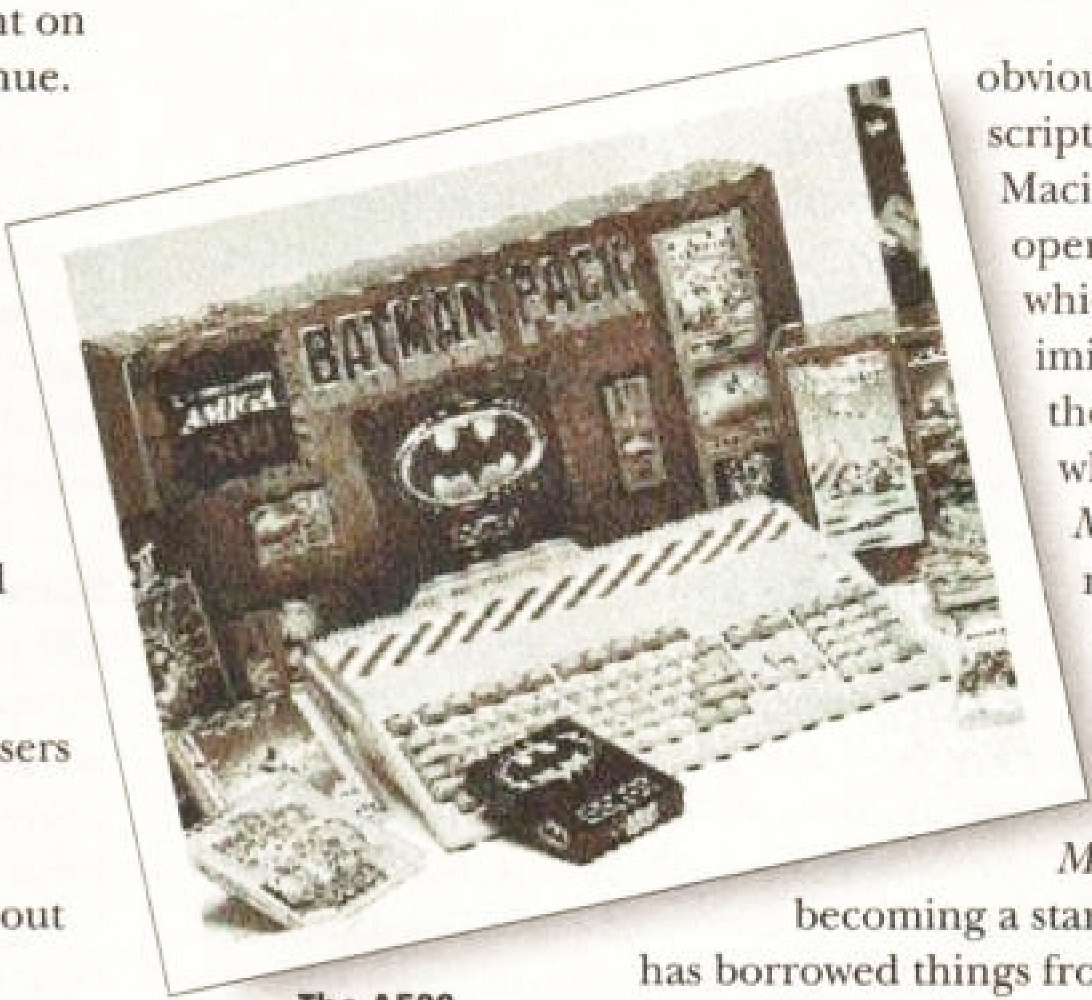
custom chips. Manufacturers such as Sega and Nintendo began to reinvestigate the home console market.

Since then, Commodore's performance has been a little lacklustre. Because of a loss of faith with what they were doing, a lot of ground was lost to the likes of Apple and the PC cloners. The farce over the A500 Plus, which was almost a worthy successor to the A500, and the A600, which wasn't, confirmed to the market that Commodore seemed to have lost their way.

A further problem for Commodore was that all their money came from manufacturing the Amiga. Very few of their peripherals were sold, because often they were out-performed by third-party products. Unlike the console market, where Sega and Nintendo charged a royalty on software sales, development on the Amiga brought in very little revenue.

The Amiga still has the home computer edge. The A1200 was a major advance. The capabilities of the custom chips are greatly improved, although a few things could have been changed. But the A1200 saw Amigas selling in large numbers, and the increased standard memory opened the door for more adventurous software.

The Amiga legacy is that home users demand far more of their machines. They have also, to a great extent, educated the market. Ironically, without the Amiga, the PC and Mac would probably never have been perceived as useful in the home. Many Amiga ideas have been repackaged by the clone makers and Apple. Apple most of all – from obvious things like the scripting language in the Macintosh System 7.5 operating system, which is a shabby imitation of *ARexx*, to the Public Domain where encapsulated *MOD* sound modules, pioneered on the Amiga circuit with software like *SoundTracker* and *MED*, are fast becoming a standard. The Amiga has borrowed things from other systems, but paid back with interest. Given the chance, it will continue to do so for many years to come.



The A500 *Batman* pack was immensely successful and did much to establish the Amiga.

Continued overleaf ➡

THE EDITORS SPEAK: DAMIEN NOONAN



Looking back, 1991 seems like the golden age of the Amiga. The great rival, the Atari ST, was defeated. Sega and Nintendo were yet to make the grade. The year started with the news that 500,000 A500s were being used in the UK. *AF's* Christmas issue brought the world its first ever taste of a new game called *Lemmings*. Life was good. The Amiga's success accelerated over the next two years, but all the time disaster loomed. Commodore US's great hope was the CDTV, but it never looked likely to achieve mass sales and the A500 CD-ROM drive appeared too late. Money, time, effort and publicity were tragically wasted.

A crisis came in November '91, when the A500 was suddenly replaced by the A500 Plus – a better machine, but one which wouldn't run all existing Amiga software. In the run-up to the crucial Christmas sales period it dented confidence. The Amiga was never quite as buoyant again – from now on, it had to fight all the way. When the A600 appeared early in '92 and the excellent A1200 arrived later that year, it almost made the future seem bright. But not quite. The world had changed. Amiga sales in most of Europe and the US were declining and even in Britain, console fever and the relentless march of the PC were casting a lengthening shadow.

At Christmas 92 *Amiga Format* achieved record sales, well in excess of 200,000 copies, and more than a million people in the UK were believed to own Amigas. Glory days, perhaps: but if the Amiga has had troubles since, it's the decisions of the American parent company in 1991 that are the cause. Even as it triumphed, the Amiga's fate was sealed.

● Damien Noonan was editor from *AF20-AF43*.

JON HARE OF SENSIBLE SOFTWARE



Q What do you think is the most important Amiga hardware release of the last 10 years?

A The very first Amiga.

Q Most important software release?

A *Deluxe Paint* series and the *Kick Off* series.

Q What first attracted you to the Amiga?

A *Defender Of The Crown.*

Q Has the Amiga been good to you?

A The Amiga has been fantastic to us and we hope that we have been good back to it.

Q If production of the Amiga continues, will you support it?

A Unfortunately, with every game taking a minimum of 18 months to complete, it would be commercial suicide to start developing a new Amiga game now.

Q Which team do you play in *Sensible Soccer?*

A Colchester United or Norwich City.

A2000

The A2000 was the big brother to the A500. It was essentially the same except it came in a big box, had 1Mb of memory and seven expansion slots, as well as a custom video slot. It formed the basis of NewTek's world-beating Toaster and opened the door to serious applications on the Amiga. The A2000 came with a hard drive as standard. There are still many of these around, and if you are lucky you can still get them from more out of the way Amiga dealerships.

Processor: 68000
RAM: 1Mb
Workbench/Kickstart:1. 2 – 2.04
Chip set: Original/ECS
Expansion ports: Five Zorro II slots, CPU slot, video slot

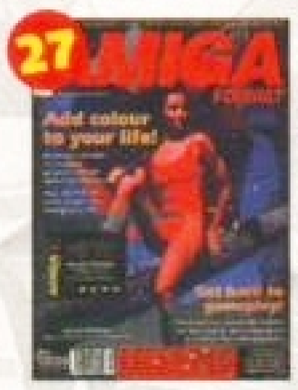




AF25 (Aug 1991) Details of *Deluxe Paint IV* are released, the most crucial of which is support for the HAM (Hold And Modify) mode. Dentists at King's College Dental College use an A3000 and *CanDo* to improve tooth-pulling techniques.



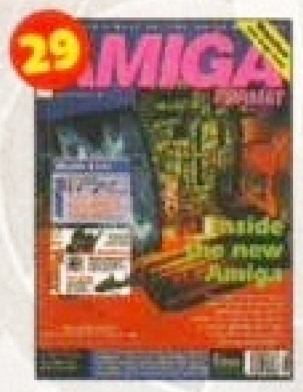
AF26 (Sep 1991) The eagerly-awaited *Deluxe Paint IV* is described as 'a dream come true' and scores a 92 per cent *Format* Gold. Commodore predict sales of 200,000 for the new *Cartoon Classics* A500 bundle.



AF27 (Oct 1991) Rumours abound about the imminent release of a new portable Amiga. *Amiga Format*'s circulation rises to 115,000. *Cruise For A Corpse* earns a *Format* Gold score.



AF28 (Nov 1991) The GVP Impact II comes out tops in an extensive *AF* A500 hard drive round-up. A standard 50Mb unit would have cost you just under £500 back in November 1991.



AF29 (Dec 1991) The A500 Plus is launched. The only problem is that somehow Commodore forgot to tell anybody. Dealers found the new machine when they opened the *Cartoon Classics* packs to discover an Amiga with 1Mb RAM, the new Enhanced Chip Set and Workbench 2.



AF30 (Jan 1992) CDTV is to drop in price from £599 to £499. Two of the most popular Amiga games of all time earn *Format* Golds: *Populous* scores 95 per cent and *Formula 1 Grand Prix* also strikes *Format* Gold with 92 per cent.

TEN YEARS OF THE AMIGA: A RETAILER'S PERSPECTIVE
By Dale Bradford

Ten years eh? Those of us who have been on board for the whole trip sometimes forget that before the Amiga appeared, home computers were about as much use as a Habitat catalogue in cardboard city. Oh sure, us silver-tongued salesmen assured concerned parents that the Amstrad/Sinclair/BBC/C64 would be ideal for their children's education and data processing (whatever that meant), but we all knew they could deliver simple games (which were more challenging to load than play) and er, that was about it, really...

The Amiga changed everything. Here was a user-friendly, affordable computer that people could actually do something with. It is easy to forget that before *Deluxe Paint*, art packages, as we know them, did not exist. Neither did a host of other applications – not in a practical sense, anyway. Suddenly, consumers had a box of tricks that could do more than just play games: word processing, database management, spreadsheets, music, sampling, digitising, one machine could do it all. It could, of course, be argued that the above also applied to the Atari ST, the Amiga's only real rival. The Atari, however, was never an aspirational purchase – it was something you were saddled with if your parents couldn't read your handwriting on the note to Father Christmas, or if you were a musician.

The Amiga software bundles were revolutionary too. For the first time, programs that people actually wanted were included with the machine. Atari tried to play keep-up to the extent that at one time there were 23 commercial titles bundled with the ST, but it was always destined to be Ringo Starr to the Amiga's John Lennon.

Part of the reason for the dominance of the machine was due to retailers. In those days, if you went into a computer store the people behind the counter were real enthusiasts who owned and used state-of-the-art equipment themselves, which was, of course, the Amiga. With enthusiastic and knowledgeable staff demonstrating the computer of their choice retailer's fortunes reflected Commodore's as both prospered and grew.

Commodore were quick to recognise the retailer's role in their success, taking their most successful dealers off to foreign climes for pis... conferences every year, which further cemented the bond. Ah, those halcyon days...

It hasn't all been a bed of roses, though. It was rumoured that Commodore's Quality Control department had been left behind on one of those holidays – power supplies, mice, those ridiculous modulators and the machines themselves were returned faulty, with monotonous regularity. Some of the decisions taken by the Commodore management also suggested a headless chicken was running the operation – the rapid way the A500 became the A500 Plus, which became the A600, before that too gave way to the A1200, probably did more to alienate the company from their users than any rival could have. And I'm not even going to mention CDTV.

For the Amiga to return and reclaim its market will be a resurrection to rival the famous one of 2,000 years ago, but it's not impossible. The new owners will be well aware of the need to persuade consumers to buy the Amiga, and publishers to continue supporting it. I hope they put as much effort into encouraging retailers to stock it, too, because the dealers who are left have dramatically reduced their reliance on the machine – they've had to, to stay in business – consequently, they now need the Amiga less than it needs them.

From RAM packs to Cyberstorm

John Kennedy looks back at the last 10 years of the more serious side of the Amiga.

Some of the first peripherals for the Amiga were for the A1000. Imagine: you could add a module to expand memory by another 256K... stand back there, it might be too much for the power supply to handle.

The A1000 oh-so-nearly came with an integral phone answering machine – the legacy lives in some odd pins in the serial and parallel ports of all Amigas. Of course, GVP came up with the undervalued *PhonePak*, but more on GVP later.

With the A500 and A2000, third party teams could get their acts together. They had to, because the official Commodore kits were overpriced: adding a 512K trapdoor module could cost over £100 if you bought the official tin-covered module. If you went for the cheaper Datel card and could find the chips, it cost about £75: still a lot of money for a tiny amount of memory. Even Power Computing wanted £110 for a 512K expansion and clock in 1988, and £320 for a mono hand scanner.

Adding anything faster was even more dangerous to your wallet. If you wanted an awesomely powerful 68020 card for the A2000, get ready for a £2,000 price tag.

What about a new graphics card and monitor? No problem: in 1989 the Viking 1 graphics system came with a special long persistence monochrome monitor to display a four-colour image of 1,000x1,000 pixels. Only £1,700. At the same time, hard disks were appearing and for £600 you could get a speedy 40Mb storage. But £999 for an 80Mb drive was a bit of a cheek.

Sound samplers were all the rage – for £30 you had a wide choice from Trilogic, Eidersoft, and Datel. Datel were experts at taking stuff and making it desirable. How about a car stereo amplifier boxed in a beige plastic cabinet to enhance your Amiga sound? Only £60. Or a robot arm? Or a 100-200dpi black-and-white hand scanner? £189.99 with free *Deluxe Paint II*.

On the software side, 1990 saw the first ever *AMOS*. But the manual smelt odd so I stuck with learning *C. SAS/C* – still *Lattice* in those days – was very impressive and *DevPAC* was (and is) an essential purchase.

A3000 LAUNCHED

The first Workbench 2 A3000 was a redesign of the A2000. Based on the then cutting-edge Motorola 68030 chip, it was around seven times faster than the original Amiga. It also sported a new version of the Zorro interface standard, Zorro III which allowed more flexible and faster peripherals to be added.

It was intended to be a high-end graphics workstation, but few were sold. The biggest customer for A3000's were W Industries, who turned them into virtuality machines.



Processors; 68030; RAM:1Mb; Workbench/Kickstart:2; Chip set: ECS; Expansion ports: Four Zorro III slots, video slot, CPU slot.



AF31 (Feb 1992) There are more than three million people using Amigas worldwide and almost a million users in the UK, according to the latest Commodore sales figures.



AF32 (March 1992) Rumours of a portable Amiga reach *Amiga Format*. Workbench 2 is released for use in A1500s and A2000s. *WWF Wrestlemania* keeps *Populous* from the top spot in the game charts.



AF33 (April 1992) *Formula 1 Grand Prix* goes straight to the top of the Amiga games charts, knocking *WWF Wrestlemania* from the Number One spot. *Jimmy White's Whirlwind Snooker*, *Birds Of Prey* and *Populous* complete the Top Five.



AF34 (May 1992) Described as the successor to the A500 for games players the A600 is revealed by Commodore. Costing £399 it had a hard drive-equipped close cousin on sale for £499.



AF35 (June 1992) A 93 per cent *Format* Gold goes to the *Imagine 2 3D* modelling package. *Pacific Islands*, *Eye Of The Beholder II* and *Apidya* earn the game Golds. *Project-X* goes straight into the games charts at Number One.



AF36 (July 1992) *Monkey Island 2* proves to be every bit as good as the original game and scores 95 per cent. *John Madden American Football* (94%) tops the games charts.



Datel were early passengers on the third-party bandwagon, with some innovative hardware.

The A3000 appeared in July 1990, but no-one could afford one and A3000-only peripherals were rare and expensive.

Raytracing had always made the Amiga famous, and *Sculpt 4D* was ahead of its time. We all moved on to *Real 3D*, then *Imagine*, but *Sculpt* was state-of-the-art stuff then.

By early 1991, 68030 cards were becoming affordable – £400 carefully spent would get you a 25Mhz 68030. The Commodore A590 20Mb hard drive still cost £299 (£399 with an extra 2Mb of RAM) but was incredibly reliable compared to the Vortex system.

But, GVP had started to produce the incredibly svelte GVP Series 2 hard drive with up to 8Mb of RAM using new-fangled SIMM thingies. The £499 price tag got you no extra memory and a 20Mb SCSI drive, but would drop to £399 or less, and hey! there is an expansion slot so you can add your PC emulator and 68030 accelerator. Except the 68030 speed-up option never appeared. Instead, I got a Solid State Logic 68020 card (the A5000). The later versions of these boards and driving software were very reliable – mine is working today.

Bridgeboards were still available in those dark days: you could downgrade your A2000 to be a 8086 or 80286 system. Some 368 and 486 cards appeared, but nobody wanted to spend that much money when IBM clones cost roughly the same.

In 1992, the full range of GVP's amazing silicon factory was on display. The Series 2 drive for the A500, and multiple 68030 systems for every pocket (starting at £599, rising to £1,799 for 4Mb of RAM and a 50Mhz 68030). The Impact Vision was announced as the PAL version of the Video Toaster, but made about as much impact in the UK. The Video Toaster never made it into PAL, and I'll never forgive it. We had the OpalVision instead, which I'll never forgive Australia for. Of course, in 1992 we were looking at CDTV displays in High Street stores wondering if Commodore were serious, and if they were then there were dark days ahead.

Captain Diamond kept us amused with the worst-drawn cartoon strips in recorded history, whilst still advertising A3000s for the amazing price of £3,295.



GVP set the standard for Amiga hard drives with the HD-8.

By 1993, Workbench 2 and 3 meant that some useful software was appearing. *Wordworth* and *Final Copy* worked, the A1200 was still a pleasant surprise, and programs like *CanDo* and *DOpus* tempted users away from games. 1Mb upgrades for A500 stalwarts were £35 or less, and you could pick up the A570 CD-ROM system for £145 from Phoenix Computer World. 1993 was a special time: the A4000 could kick PC butt and no-one was playing *Doom* yet and could tell you otherwise.

Modems were so popular that even I had one in 1994. CD-ROM drives were appearing everywhere, the CD^{32} looked like it might be the saviour of CBM and after a brief world hard drive shortage prices started a downward trend. The storm clouds were gathering over Amiga HQ, but with the Spectrum, the Picasso, the Rainbow and the Harlequin graphics cards things couldn't look better.



The A570 CD-ROM drive was one of very few genuinely good CBM products.

Continued overleaf ➡

THE EDITORS SPEAK: MARCUS DYSON



Besides the huge salary, the luxuriant tilt-and-swivel leather chair and the power (oh my God, the POWER), the thing I liked best about being the editor of *Amiga Format* was you. Yes, I'm talking to you. It was a never-ending pleasure to meet *Amiga Format*'s readers – either through your letters and phone calls or in person at the many shows we ran or attended. Even now I converse with Amiga owners over the Internet on a daily basis.

I mean, besides having the extreme good taste to buy an Amiga, you were always so into your machines. Whether it was a rabid gamer, or a total tech-head, you guys (and even the occasional girl) always gave a damn about your machines. More so than the console-toy owners, and certainly more than the users of PCs. I mean, I challenge anyone (even Dan Slingsby) to really love a machine that needs MS-DOS to run.

It's been a tough time for Amiga owners recently, and what happens next isn't exactly clear (though a quick flip to this month's news pages will give you as much of a clue as any of the rest of us have). But the one thing that the Amiga has, and other computers don't, is friends. It's great to see users staying faithful to a machine that has not been manufactured for 12 months. I hope we will all be rewarded with new machines, new users, new packages and new success soon. Take care, and keep computin'.

Marcus Dyson was the editor of *Amiga Format* from issues 44 to 59. Nowadays, he runs the multimedia department at Team 17 and is available by E-mail at either Marcus@badmoon.demon.co.uk or doctor@team17.co.uk.

STEVE TURNER OF GRAFTGOLD

Q Most important hardware release?

A The A500. Designed as a games machine (wonder why it was sold as a business machine?) it set a new standard in sound and graphics in the games industry.

Q What first attracted you to the Amiga?

A It outclassed all its contemporary rivals. It was obvious to us that sooner or later all the best games would be written for the Amiga.

Q Has the Amiga been good to you?

A We've had our share of success with *Rainbow Islands* and *Fire And Ice*. The Amiga is a platform where new ideas can be developed relatively cheaply and marketed without the strictures of licence-controlled formats. It has kept original development alive.

Q If production of the Amiga continues, will you support it?

A If there's a market, we will keep supporting the machine. *Virocop* and *Empire Soccer AGA* may be our last Amiga titles. But if enough people buy them, we will do more.

Q Which team do you play in *Sensible Soccer*?

A We didn't play it much until we were writing *Empire Soccer*. I usually play the team that loses.



AF37 (August 1992) The GVP A530 hard drive, RAM expansion and accelerator combo is launched, prompting *AF* to ask: Is This The Best Amiga Add-on Ever?
The basic model with a 030 processor, 1Mb RAM and 52Mb hard drive, cost £749.



AF38 (Sep 1992) An ad campaign urging people to trade in their A500s for a CDTV for £399.99 was launched by Commodore. *Sensible Soccer* (91%) races to the top of the Amiga games charts.



AF39 (Oct 1992) The recently-released A600 falls in price by £100 to £299. The hard drive model stays at £499. There are strong rumours that a new Amiga to replace the A2000 is imminent.



AF40 (Nov 1992) Two new bundles for the A600 are launched by Commodore: *The Wild And Weird And Wicked* games pack for £349 and the A600 *HD Epic/ Language Lab* bundle for £499. The *AMOS Pro* programming language scores 97 per cent.



AF41 (Dec 1992) The A1200 is launched for £399 and the A4000 is released for just over £2,000. *Zool* (95%) knocks *Sensible Soccer* from the top of the games charts. *Wordworth 2* scores a 92 per cent *Format* Gold.



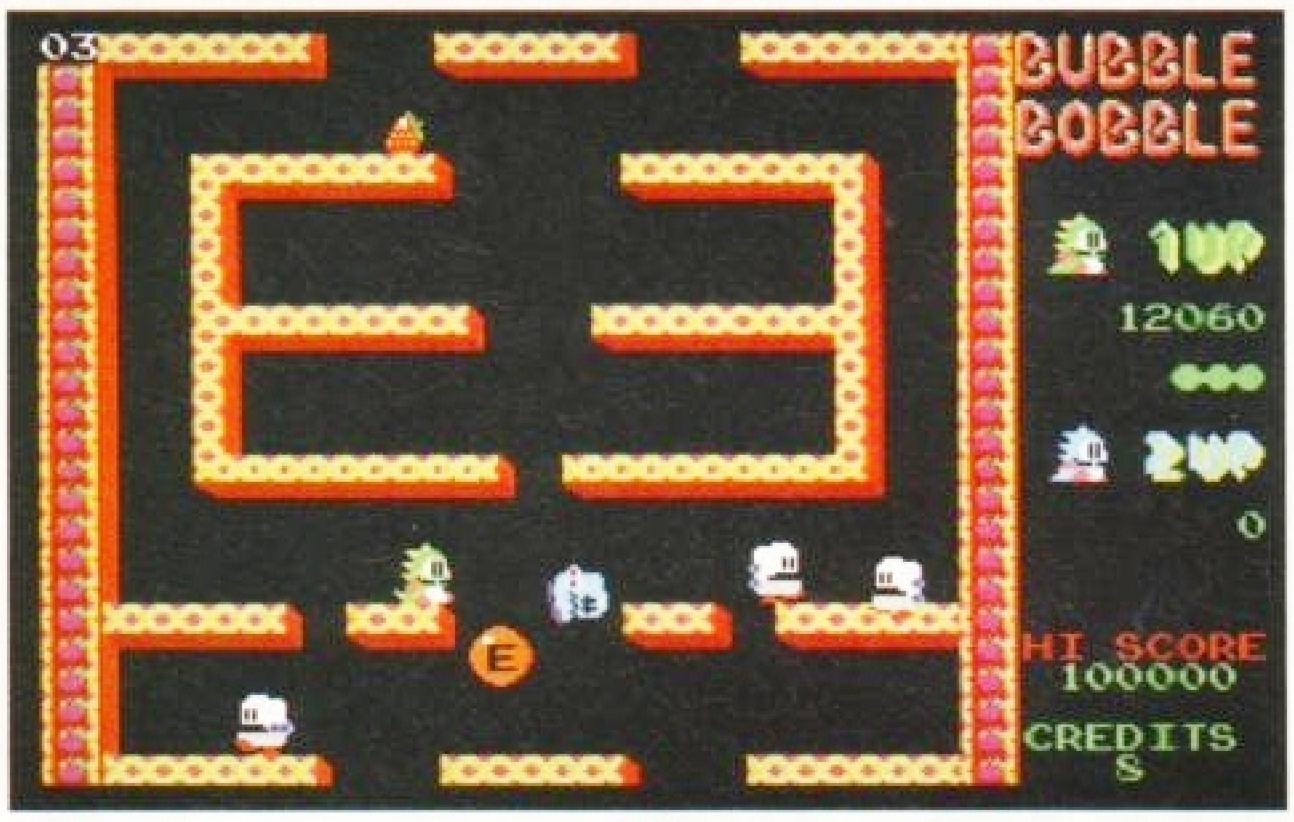
AF42 (Jan 1993) All Amigas will go up in price by £40 soon, Commodore announce. The RocKey chromakey system and *Morph Plus* image processing package both score *Format* Golds.

The history of Amiga games

Steve Bradley (amongst others) takes us through the highlights and lowlights of the last 10 years of Amiga games.

Amiga games, then. Let us for an all too brief moment ignore the waves bashing the bows of the Good Ship Commodore and settle back, perhaps with a cup of cocoa, or if you're feeling flush, a beaker of Pomagne, and look fondly over our shoulders, eyes moist, at the glorious history that is Amiga games. Games that have made us laugh, games that have made us cry, games that have made *Amiga Format* editors pull the plug when it becomes obvious nobody is actually working. Shoot-em-ups, beat-em-ups, sports games, adventures, RPGs, god games – you name 'em, they're on the Amiga.

And let us be in no doubt about the importance of games to the Amiga, and crucially, the importance of the Amiga to games in general. Programmers learn their craft on the Amiga, as they did on the Spectrum, BBC and C64. If everyone deserts to the consoles, where are the next generation of games programmers going to come from? You can't learn to program on a Mega Dive or SNES, so let us pat ourselves on the back and say, 'the Amiga is the most important games machine in the last 10 years.' So without further ado…



***Bubble Bobble* was one of the first 8-bit conversions for the Amiga. It remains a landmark in Amiga gaming.**

It's generally agreed that the first commercial Amiga game was *Defender Of The Crown*, written specifically to show how great the new Amiga 1000 and its 32 colours were. But although it looked smart, it rather lacked in the gameplay department (three years later it became the first game to be translated to compact disc). It was only in 1987 when the A500 arrived that Amiga games really took off, and in particular when publishers started converting the more successful 8-bit titles to the new machine.

Bubble Bobble, *Impact*, *Tetris* and *Wizball* arrived in 1988 and folk realised that here was a machine that was the equal of arcade consoles. And importantly, programmers of the 8-bit games now turned their attention to the 16-bit platform.

In 1988, David Braben, who went on to write *Frontier* (he'd already written the original version of *Elite* back in 1984) produced a quite wonderful game called *Virus*, a thrusting shoot-em-up played with the mouse. Also in 1988, in the formative years of Future Publishing (who publish this very tome) there was a games magazine called *ACE* and three staffers – the Andys Smith and Wilton and Bob Wade spent hours playing *Virus* which was an obvious influence when they went on to form their own software company and write the spanking helicopter game *Zeewolf*. The more things change….

Peter Molyneux at Bullfrog, The Bitmap Brothers, Jeff Minter and Geoff Crammond were all writing for the Amiga by this time and the tide of original games really began to flow. Shoot-em-ups were prevalent, 3D graphics flourished and the Amiga was fast catching the ST in terms of sales. Significantly, games were starting to appear for the Amiga only, whereas in the past, projects were developed for both machines and the drop in price of the A500 to £399 saw it competing on equal terms pricewise to its main competitor.

Braben's *Elite* made its Amiga outing in 1989 and the year also welcomed in one of the most important games ever – *Populous*, the original 'god' game, as they became known ever-afterward. You battled against a rival god controlling everything within a spectacular isometric 3D environment. It later spawned a sequel and a influenced a host of other programmers to write games of a similar vein.

Another influential release was *Dungeon Master*, the first completely icon-driven adventure game and thus the hugely popular RPG/adventure genre was born. Animated adventures were steadily on the increase too, and in the main were written by the Americans.

A500 PLUS

This machine came as a surprise to many when it infiltrated boxes over Christmas '91. The reason was that supplies of the original A500 had dried up. The A500 Plus was very similar to the A500, except it included the Enhanced Chip Set, Workbench 2.04 and a gargantuan 1Mb of memory.

The shortest-lived Amiga ever, it was phased out in the Summer of the following year, although many people preferred it to its successor, the A600.

Processor: 68000
RAM: 1Mb
Workbench/Kickstart: 2
Chip set: ECS
Expansion ports: as original A500



The A500 Plus was launched on to an unsuspecting world in 1991, but was soon superseded by the A600.



AF43 (Feb 1993) ***Deluxe Paint IV AGA*** **is one of the first A1200-specific programs. Microbotics also start developing for the A1200 with the release of the MBX1200 32-bit memory upgrade.**



AF44 (Mar 1993) ***Street Fighter II*** **goes straight into the games charts at Number One.** ***Sensible Soccer*** **is still selling well and is at Number Two.** ***DPaint IV AGA*** **scores a 90 per cent** ***Format*** **Gold.**



AF45 (Apr 1993) The A1200 ***Comic Relief*** **pack is launched by Commodore and features an A1200,** ***Sleepwalker*** **and a special Comic Relief edition of** ***Amiga Format.*** **£10 from the £399 retail price goes to Comic Relief.**



AF46 (May 1993) The A4000/30 is launched by the big C which, curiously, was referred to as the A2400. ***Lemmings 2: The Tribes*** **scores a 94 per cent** ***Format*** **Gold. The** ***Vista Pro 3*** **fractal generator earns a 92 per cent Gold rating.**



AF47 (June 1993) Kelly Sumner resigns as the managing director of Commodore UK to be replaced by David Pleasance. Rumours abound about the development of an Amiga CD console.



AF48 (July 1993) ***Body Blows*** **knocks** ***The Chaos Engine*** **from the top of the games charts with** ***Lemmings 2*** **in third place. Power Computing's high-density floppy disk drive scores a 93 per cent** ***Format*** **Gold.**



***Rainbow Islands* is perhaps the most faultless coin-op conversion on the Amiga.**

A magazine started in the Summer of '89; *Amiga Format* it was called. Around the same time, a most impressive cute-em-up arcade conversion reared its head. *New Zealand Story* was (and remains) a beautifully-crafted platformer – fabulous in looks and addictive as cola. It wasn't original, it broke no genre boundaries, but it's a better game than many that darken our door in '95.

Geoff Crammond's *Stunt Car Racer*, *Laser Squad* and surprisingly, *Batman* were the other important releases in 1989. I say surprisingly because film tie-ins before and since have, in the main, been abominations – cash-ins that simply trade on the name of the film and offer little in the way of looks and gameplay.

Meanwhile, Sega and Nintendo were making strides and with the blue spikey thing and the plumber, they had instantly recognisable characters to sell the consoles. In 1990, Millenium's fishy platformer *James Pond* dropped by and it was the nearest thing that the Amiga had to Sonic.

But better than young Pond was *Rainbow Islands* which even now is talked about in hushed tones in the tap rooms of local hostelries. A perfect conversion (by one Andrew Braybrook) from the arcade game, *Rainbow Islands* had the cute Bub 'n' Bob bashing the enemies with rainbows and while pukingly cute, you could play the same levels repeatedly and still find bonus rooms and sub-games.

But with the arrival of the console giants, and increasingly, the PC, software companies were looking to produce games that could sell cross-platform. So on the one hand, the smooth-scrolling, cute arcade games came to prominence and on the other, the sprawling, in-depth adventure games, now prevalent on the PC also gathered pace.

Lemmings took 1991 by storm. Not only was it programmed on the Amiga, it was one of the first truly original games in an age and a game which some commentators reckon, along with *Populous*, really 'made' the Amiga. Not that it was the best game of the year though, for *The Secret Of Monkey Island* was released. Funny (yes!), well-

Continued overleaf ➡



***Lemmings* is one of the few truly original games on any platform.**

THE EDITORS SPEAK: STEVE JARRATT



Many people were surprised when I took the editorship of *Amiga Format*. I was better known for working on video games magazines – I had owned an Amiga in the past (and a C64, an ST, a PCW, an NES, a Game Boy, a Mega Drive, a SNES and a Mac), but wasn't really an Amiga devotee.

But as my 'couple of issues' turned into nine months on *AF*, I genuinely grew to admire the machine and its supporters. Nick Veitch attempted manfully to explain many of the Amiga's finer points and instilled in me a sense of just how elegant and powerful the Amiga architecture can be.

And frequent demonstrations of high-end products such as *Lightwave 3D* (I really, really want an A4000 and a copy of *Lightwave*!) brought home to me what a superb piece of kit Commodore had produced. (Although, I have to be truthful, I think the CD32 is a crock.)

So it was with a degree of sadness that I left *Amiga Format* at the end of '94. Sadness for leaving such a great team, and also for the state of the Amiga market. No machine as great as the Amiga deserves the fate to which it has been reduced – being bid for in some cattle market in the US. I don't care who buys the company, as long as Amigas are back on the shelves ASAFP, and new, more powerful Amigas make it from the drawing board into production.

While other people in Future Publishing were poking fun at the Amiga and declaring the machine dead and buried, to my disbelief I found myself defending it, and even preaching on how the machine would be back with a vengeance. I sincerely hope I wasn't wrong.

● Steve Jarratt was editor from *AF60-AF68*.

MARK ARNOLD OF POWER COMPUTING

Q Most important hardware release?

A We can think of so many important releases, but *Lightwave* has boosted the awareness of the Amiga in the business/film industry. The recently-released Squirrel SCSI interface is breathing new life into the A1200 with superb, cheap expansion opportunities. Our own high-density XL drive allows all Amiga owners to access both Amiga and PC high-density disks, which should have been incorporated as standard in the A1200.

Q What first attracted you to the Amiga?

A It's such a versatile, powerful machine even now, let alone 10 years ago. It was (and to an extent, still is) way ahead of its time.

Q Has the Amiga been good to you?

A Amiga sales still represent the largest proportion of all our sales. We have, over the years, designed, manufactured and released many pioneering products and are proud to have been in at the start.

Q If production of the Amiga continues, will you support it?

A Yes. Every month we add new product to our range and can see no reason why this won't continue to be the case in the future.

AMIGA FORMAT FAVOURITES

In the first ever issue of *Amiga Format*, the team listed their fabulous top 10, so good was it, that they listed 11. It reads thus:

1. ***Balance Of Power 1990*** **– political strategy game.**
2. ***Denaris*** **– horizontal scrolling shoot-em-up.**
3. ***Dungeon Master*** **– original RPG fare.**
4. ***Elite*** **– Braben's space trader.**
5. ***F-18 Interceptor*** **– 3D combat flight sim.**
6. ***Hybris*** **– space arcade action.**
7. ***Nebulous*** **– platform puzzler.**
8. ***Populous*** **– genre-creating god game.**
9. ***The Sentinel*** **– absorbing, unusual strategy.**
10. ***Super Hang-On*** **– motorcycle racing.**
11. ***Virus*** **– another classic 3D Braben game.**



***Dungeon Master* is the original, completely icon-driven RPG game and it has spawned a whole genre.**



AF49 (Aug 1993) The A600 drops in price by £100 to £199 and A500s can be traded in for a £100 discount on A1200s. The Amiga continues to sell well in the UK but the first signs appear that Commodore International are hitting problems. *Desert Strike* tops the games charts.



AF50 (Sep 1993) CD32 is revealed. The new 32-bit console cost £299.99 and according to Commodore was central to their strategy to return to operating profit. The A1200 takes a £100 price cut to £299 and the A4000/40 goes down in price by £367 to £2,099.



AF51 (Oct 1993) ICL take over from Wang as the big C's service agents. *Gunship 2000, Goal!* and *Syndicate* go straight in to the top three places in the games charts.



AF52 (Nov 1993) The *Desktop Dynamite* bundle is launched. Costing £349.99 you got *Wordworth 2, DPaint IV AGA, Print Manager, Oscar* and *Dennis* with your A1200. The Video Toaster is released with a PAL encoder to huge acclaim.



AF53 (Dec 1993) *Amiga Format* pulls off a major coup by putting the incredible *Imagine 3D* raytracing program on the Coverdisk. David Pleasance announces that a 64-bit RISC-based Amiga is less than 12 months away.



AF54 (Xmas 1993) David Braben's sequel to *Elite* (*Frontier: Elite 2*) scores a 90 per cent *Format* Gold. *Cannon Fodder* tops that with 95 per cent. Steven Spielberg's *SeaQuest DSV* featuring *Lightwave* special effects from the Amiga hits British TV screens.

TEN YEARS OF THE AMIGA: AN ENTHUSIAST'S VIEW
By John Kennedy

Before I got my first A500, the Amiga was something I read about in *Popular Computing Weekly* and never imagined I could ever own. It was the ultimate power computer and could move a giant coloured ball around the screen in full colour.

However, fate had conspired that I would have an A500, complete with Workbench 1.2. It took three months writing to pay off the money I spent on the machine, and I then had to fork out £150 for a 512K memory expansion. I bought my first game, *Falcon*, when I saw it demonstrated in a local shop, because it looked like a film after my Amstrad CPC.

Back then I was living in a student hovel making a few extra quid by writing reviews of *Teenage Queen* and *Sculpt 3D*. Waiting 20 minutes to see a low-resolution blue mug rendering: state of the art mate.

The Amiga was such a giant leap from my CPC that I was afraid I would never get to know it properly. There was no *BASIC* prompt (only an appalling version of *BASIC* on disk), yet the orange and blue display looked kind of cool on the dodgy 30-inch colour monitor which had fallen off the back of a lorry (probably killing several passers-by in the process). Comparing it to the *DOS*-based PCs lurking in the universities was laughable.

Being asked to review a 68020 processor card for the A500 was the second Amiga high point (the first was finishing *Teenage Queen*), and giving it back one of the first lows. Keeping it was impossible given the £300 price tag (which didn't include any memory). Back in those days, reliable software was hard to come by and games were all ported from the Atari ST.

The next thing I knew I was in Brentwood, reviewing *Deluxe Video* and writing programs that allowed the first purely digital Amiga screenshot to be included in a UK Amiga magazine. My colleague (now a well known editor) was extremely pleased, because it meant the beginning of the end of being stuck in a dark cupboard with a camera (of course, the PR girls liked it). I stood on the tank-metal DIY A1500 kit to demonstrate how strong it was.

Up to Macclesfield then, just in time for the A3000 launch. What a machine that was: no longer did I have to alter the palette of my own Workbench to grey and blue – it was done automatically with Workbench 2. The A3000 looked great, UNIX was mentioned, and of course that was about as close as I got because the A3000 cost more than a Kawasaki GT550. With the new Workbench, software was starting to get really good by now. The CDTV appeared to unanimous puzzlement.

Then, because the magazine publisher I worked for ignored the Amiga to spend a fortune relaunching an Atari magazine into a dying market, it was time for a move back to London. Here I saw my first ever 68040 card, and using *Real 3D* I learned the ultimate truth: there would never be an Amiga that was ever fast enough or had enough memory. Ever.

Other high points have included having the opportunity of using the excellent Amiga Operating System on a fast machine as others have been forced to use Windows. I have also been fortunate enough to try out (and cadge) a lot of really cool hardware. My A4000 shares an office with a 486PC and an Apple Mac and I know which two machines I can do without. Now all I need to do is get back to work installing the A4K in a new tower case: with a graphics card and maybe a 68060, that will see it right for another year. Of course by then I could be copying all my work over on to a new RISC Amiga. Please.

A600

This machine replaced the A500 Plus in the Summer or '92. It was a radical redesign with a much smaller case, at the cost of the numeric keypad. Instead of the side expansion port it had a PCMCIA socket, the same as the A1200's. This was the first low-end Amiga to come with an internal hard drive as an option.

Processor: 68000
RAM: 1Mb
Workbench/Kickstart: 2
Chip set: ECS
Expansion ports: PCMCIA slot, trapdoor slot.



The A500 Plus was launched over Christmas '91. Only six months later cam e the A600.

written, non-linear – it's still in a class of its own in the animated adventure school (the follow-up, *LeChuck's Revenge* is even better, mind). In retrospect, 1991 was a glorious year in the history of Amiga games with the splendid *PGA Tour Golf*, *Jimmy White's Snooker* and *Eye Of The Beholder* but few of the star attractions.

Formula 1 Grand Prix, Geoff Crammond's follow-up to *Stunt Car Racer*, released in early '92 is still widely recognised as the best Amiga racing game, though *Micro Machines*, *Domark's F1* and *Super Skidmarks* are now running close. *F1GP* is fast, technically superb and very realistic. Geoffrey's Amiga meisterwork. In the first *Amiga Format Special*, entitled *The Complete Software Guide*, the *AF* team of the time voted it their top Amiga game ever.

The first of 21st Century Entertainment's pinball games arrived in April 1992. *Pinball Dream*'s success ensured that 21st Century would go on to produce two more excellent pinball games and we can expect their fourth, *Mania* to be released this Summer. The Summer of '92 saw Sweden host the European Football Championships and a rash of Amiga football games joined in the fun, the best of which were Rage Software's *Striker* and the original *Sensible Soccer*.

Reviewed in the same month (July '92) was *The Secret Of Monkey Island 2: LeChuck's Revenge*. Another significant release in

INFLUENTIAL AMIGA GAMES CODERS

ARCHER MACLEAN
Archer Maclean's first commercial game, the space shoot-em-up *Dropzone*, was released in 1984, but he is best known for writing the table-top classics *Jimmy White's Snooker*, *Archer Maclean's Pool* and *International Karate Plus*. A degree in cybernetics came in handy when he set to work on the complex *Jimmy White* with its 164-million shot permutations (we've counted, honest). Clever chap.

GEOFF CRAMMOND
One of the most innovative Amiga programmers, Geoff was at the forefront of 3D games programming (along with David Braben) with his racing games *Revs*, *Stunt Car Racer* and *Formula 1 Grand Prix*. He started programming in his spare time, producing *Space Invaders* before going full-time.

ANDY BRAYBROOK
The man who converted *Rainbow Islands* to the Amiga from the original Taito coin-op used to write accounting programs for GEC Marconi, before joining up with Graftgold some 12 years ago. Since then, he's been involved in some of the Amiga's best games, including *Fire And Ice*, *Uridium 2* and *Empire Soccer*. Thoroughly decent chap, too.

JON HARE AND CHRIS CHAPMAN
The guys at Sensible Sofware need no introduction. *Mega-lo-Mania*, *Sensible World Of Soccer*, *Cannon Fodder* – it reads like a *Who's Who* of Amiga games. Known for their off-beat approach, Sensible Software have produced the biggest hits of recent times and their games are now huge sellers on most platforms.



AF55 (Jan 1994) The first hard drive to use the PCMCIA slot, called Overdrive, scores 90 per cent. *Frontier: Elite 2* is Number One in the games charts. Commodore launch the *Dangerous Streets* CD³² bundle. They predict CD³² sales of almost 100,000.



AF56 (Feb 1994) The Full Motion Video unit for CD³² is released for £199.99. Commodore claim sales figures of 160,000 A1200s and 70,000 CD³²s over Christmas. *Cannon Fodder* knocks *Frontier* from the top of the games charts.



AF57 (Mar 1994) *Cannon Fodder* keeps *Mortal Kombat* from Number One in the games charts. *Beneath A Steel Sky* joins the elite *Format* Golds with 94 per cent. Commodore Australia goes into administration.



AF58 (Apr 1994) *Lightrave* scores a massive 98 per cent. The Amiga Centres of Excellence are launched by Commodore UK, aimed at bringing the best possible support to Amiga users.



AF59 (May 1994) After many denials of its existence the CD1200 CD-ROM drive is unveiled by Commodore at the CeBIT show in Hanover, Germany. It still isn't available. *Cannon Fodder* spends its fourth month as the Number One game.



AF60 (June 1994) "We're confident that Commodore and the Amiga will come out of this a better, stronger company," says Colin Proudfoot as Commodore International Ltd file for voluntary liquidation with a court in the Bahamas.

1992 was *Zool*, Gremlin Interactive's pacey platformer, probably only the second serious attempt (after *James Pond*) to give the Amiga an identifiable character in the Sonic/Mario mould. Not that it stopped *Zool* from traversing the platforms.

Early '93 and the expected rash of superb new games to coincide with the release of the A1200 and its spanking AGA chip set never materialised. Many who had bought the machine on the promise that there would be glut of A1200-specific software were disappointed. But no-one said that the introduction of the A1200 would enhance playability, 1Mb is plenty, as arcade adventure *Flashback* proved.

Other significant releases in early '93 were the Bitmap's shoot-em-up, *The Chaos Engine* and LucasArts' classic graphic adventure *Indiana Jones And The Fate Of Atlantis*. *Lemmings 2*, for many the best of the bunch, reared its head in April, as did the excellent cartridge conversion of helicopter rumble *Desert Strike*. It was an important release because it showed that the Amiga was perfectly capable of matching the consoles when it came to games – and this at a time when the Mega Drive and SNES were at their peak.

In September, Dino Dini's eagerly-awaited *Kick Off 2* sequel *Goal!* trotted down the tunnel and although it proved an excellent game, those already converted to the House Of Sensible were not to be swayed. The seminal *Bully's Sporting Darts* also arrowed in the same month. And how pleased were we when the *Micro Machines* cart conversion arrived? Joyous, though the distinct lack of parallax scrolling left a slightly sour taste. Didn't stop us from playing it to death, though.

Andy Braybrook's *Uridium 2* stepped out in December as did Mev Dinc's excellent *Second Samurai*, but the real blockbusters appeared a month later and they included *Cannon Fodder*, *Frontier: Elite 2*, *Hired Guns*, *The Settlers* and Team 17's *Alien Breed 2*. The best Amiga Christmas ever? Probably.

1994 was to be the most turbulent year yet for the Amiga, mainly because late in the year, it became impossible to buy one

Continued overleaf ➡



THE EDITORS SPEAK: NICK VEITCH

I really got into computers whilst starting secondary school. My father bought me a ZX80 in the hope that I would be a computer expert and make millions to keep him in his old age. Instead, I just wrote games which broke the school's BBC network, and created a rather useful Teletext system. This is where I first came across John Kennedy, but I shan't go into the tedious details.

I saw the Amiga for the first time in some dubious store in Tottenham Court Road. None of the sales assistants knew how to work it, but it looked good, even just asking for the Kickstart disk.

The first time I actually used an Amiga was some time later. I was working in Belfast writing a database program for the PC (booo!) and John bought one. He was writing for Jeff Walker and Simon Rockman at the time, and they needed a review of *Sculpt 4D*. I had written for Jeff previously, and with my experience in engineering modelling at university, I felt capable of giving it a thorough going over. I was impressed. After struggling for months with a horrible PC, the Amiga was amazingly powerful and easy to use.

The final straw that broke my bank account was when John bought the excellent flight sim, *Falcon*. It was so bloody good that I was forced to buy an Amiga and monitor so we could play head-to-head. We couldn't afford any other games, so I had to amuse myself editing the startup-sequence and playing with *AmigaDOS*.

Well, that's my excuse anyway...

● Nick Veitch took over as editor for *AF69*.

SIMON COBB OF SIREN SOFTWARE

Q What, in your opinion, has been the most important hardware release on the Amiga over the last 10 years?

A A1200.

Q And what has been the most important software release on the Amiga ever?

A *X-Copy Professional*.

Q What first attracted you to the Amiga?

A Amazing graphics and sound.

Q Has the Amiga been good to you?

A We have been in business for 10 years (actually before the Amiga was released) and the Amiga is one of the reasons why Siren is still flourishing.

Q If production of the Amiga continues, will Siren Software continue to support it?

A Yes. We will continue to support the Amiga, regardless of whether production starts again or not.

Q Which team do you usually play in *Sensible Soccer*?

A AC Milan.

DAVID BRABEN

The space trading game *Elite*, written some 12 years ago is still regarded by many as one of the greatest games ever. A pioneer in 3D graphics, David wrote *Elite* on the BBC Micro, a machine thought incapable of such innovation. He's since written the sequel *Frontier*, which took him five years and *Frontier 2* is due for release shortly.

BITMAP BROTHERS

Steve Kelly, Mike Montgomery and Eric Matthews to be more concise. Steve Kelly learned to program on the ZX81, had a couple of games published and joined forces with Eric and Mike in 1985.

Together, they wrote the stonking shoot-em-up *Xenon* before *Speedball* was born. *Xenon 2* brought the Bitmaps into contact with Bomb The Bass who wrote a soundtrack for the game, which in turn lead to them joining forces with the band's label Rhythm King and the formation of Renegade. *Gods*, *Speedball 2* and *The Chaos Engine* followed and their place in the pantheon of Amiga games was assured.

PETER MOLYNEUX

The man behind Bullfrog single-handedly created the god game genre at a stroke with *Populous*. The sequel, *Populous 2*, improved on the original and in *Powermonger*, the emphasis was on war, though it still utilised the excellent isometric 3D perspective.

Molyneux programmed the whole of *Populous* though because of Bullfrog's rapid growth, he is now more of an overseer. The company has gone from strength to strength, their most recent efforts including the completely awesome *Syndicate* and *Theme Park*.







The hunks on the right, from the top, are: Andy Braybrook, Peter Molyneux and David Braben.



AF61 (July 1994) Indi Direct launch the Zappo CD-ROM drive for £249. The unit is praised for using the PCMCIA slot, leaving the trapdoor slot free for expansions. *Manchester United Premier League Champions* knocks *Cannon Fodder* from the Number One game spot.



AF62 (Aug 1994) Plans for a buy-out of the failed parent company are announced by Commodore UK. A new Amiga incorporating a CD-ROM drive is rumoured to be ready for Christmas. *Sensible Soccer International* is the Number One game.



AF63 (Sep 1994) The deadline is set for Sept '94 for the sale of Commodore. The old Timex plant in Dundee is tipped as being the UK base for Amiga manufacturing. *Theme Park* scores *Format* Gold with 90 per cent.



AF64 (Oct 1994) The brand new stand-alone raytracing package, *Lightwave*, scores a huge 98 per cent. *Sensible Soccer International* is the top game. *Sensible Soccer 92/93* climbs to number five in the games chart.



AF65 (Nov 1994) The long-awaited *Page-Stream 3* DTP package is found to be severely bugged and gets a paltry 22 per cent score. Acid Software's *'Defender* for the 90s', *Guardian*, scores 88 per cent.

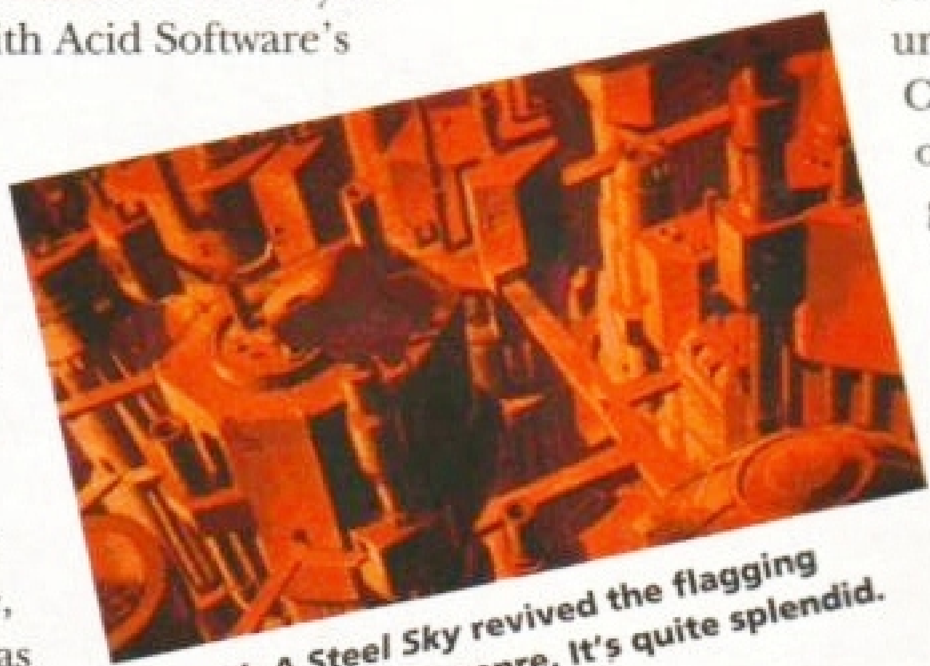


AF66 (Dec 1994) *Mortal Kombat II* scores a Gold-winning 92 per cent. Chelsea Football Club issue a writ against Commodore over claims of unpaid bonuses in the company's £1.2 million sponsorship deal.

AND NOW, AMIGA FORMAT PRESENTS ITS ALL-TIME TOP 20. AGAIN.

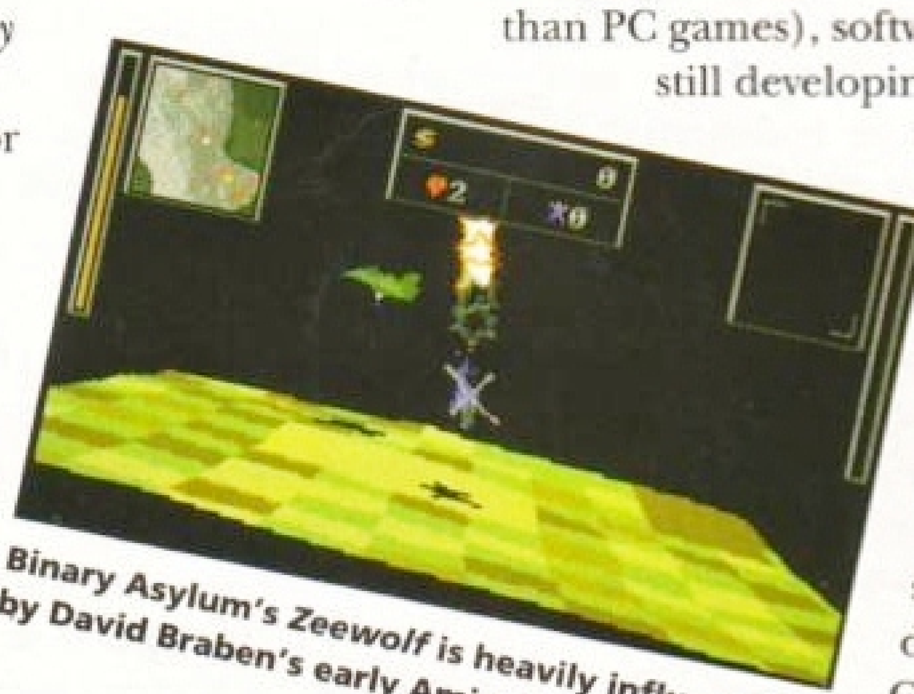
1. *Sensible World Of Soccer* – management bugs, schmanagement bugs... Purely as an arcade game it's faultless. The best version of the best game ever. Forget the earlier incarnations.
2. *Monkey Island 2: LeChuck's Revenge* – amusing, non-linear adventure and a timeless classic. They don't make 'em like they used to.
3. *Cannon Fodder* – four men, guns, missiles, bombs and a mouse. Nerve-racking, gut-wrenching. War has never been so much fun.
4. *Syndicate* – sneak along the side of buildings and rake a bunch of guys with gunfire. It's one of the ultimate gaming thrillers.
5. *Formula 1 Grand Prix* – Geoff Crammond's classic 3D polygon racer still sets the pulse racing.
6. *Knights Of The Sky* – no locking on missiles from miles out here. This is taking part in World War One in the safety of your own home.
7. *Populous 2* – isometric-landscaped godfoolery. It could send you mad, or maybe you'll just take over the world.
8. *Speedball 2* – rollerball on floppy disk. Cripplingly violent futuristic sports sim and heaven in two-player mode.
9. *PGA European Tour* – easy to pick-up, difficult to master, this sports game has few peers. Masterful.
10. *Zeewolf* – mouse-controlled helicopter shoot-em-up, and a game that callously deletes days from your life.
11. *Civilization* – historical strategy game which has made Presidents tremble at the decision making involved.
12. *Sim City* – the original strategy game, the chance to lord it over a whole town is quite irresistible.
13. *Guardian* – *Defender* in full colour and spanking 3D, it was the boost the CD³² required, and it's just as good a game on floppy.
14. *Pinball Illusions* – clearly the finest pinball game, even with but three tables. Multiball and LED displays, and awfully poor music.
15. *Micro Machines* – drive a racing car into a snooker pocket. Avoid the plughole in your power boat. Play *Micro Machines* NOW.
16. *The Chaos Engine* – glorious knockabout viewed-from-above shoot-em-up from the Bitmap Brothers. Play it with a friend.
17. *Super Skidmarks* – get seven friends, two screens and a modem cable. *Blitz Basic* becomes a basic blitz. A racing certainty.
18. *Rainbow Islands* – the perfect arcade conversion; a platform game which you can play over again and still discover secret rooms.
19. *Wizkid* – stark raving Sensible. In-jokes, arcade action and puzzles galore. Therapy required after three days.
20. *Defender* — the *Guardian* of the 80s, PD perfect arcade action which makes oldies weep for their *childhood.*

in the shops – always a problem for game developers when deciding which platforms to write for. However, the prophesised mass exodus never materialised and the year opened brightly with Acid Software's *Blitz Basic*-written racing game *Skidmarks*, the fine conversion of arcade smash *Mortal Kombat* and the poshest *Asteroids* game ever, *Stardust*. The Amiga CD console, the CD³², which was released in Autumn '93 was still not getting the software support it deserved with most games straight ports from floppy, and *Microcosm* had hardly endeared itself with its tragic lack of gameplay.



Beneath A Steel Sky revived the flagging graphic adventure genre. It's quite splendid.

Beneath A Steel Sky entered the fray in February – a relief for many adventure game fans after the departure of LucasArts to pastures new, but it was quantity rather than quality for the first quarter of the year. The USA World Cup promised a plethora of football releases, though most were an abomination. Graftgold's quirky *Empire Soccer* was by far the best of the bunch. Bullfrog's *Theme Park* proved a big success, while the brilliant 3D shoot-em-up *Guardian* hogged the CD³² limelight. All in all though, not a memorable year for Amiga games and although Sensible Software rolled in the big guns, *SWOS* and *Cannon Fodder 2*, the unresolved situation at Commodore lent an air of uncertainty to the games market. Sure, Virgin's conversions of *Aladdin* and *The Lion King* proved popular, Binary Asylum's *Zeewolf* was excellent (the days of playable 3D shoot-em-up aren't dead) and *Rise Of The Robots* was, well, bloody awful and left a bitter taste after the marketing hype.



Binary Asylum's Zeewolf is heavily influenced by David Braben's early Amiga game, Virus.

So what of '95? Where do we go from here? Despite the mongers of doom, Amiga games are still selling well (more than PC games), software companies are still developing, writing and releasing Amiga games, but the future, the long-term future, depends on whether the new owners can get boxes back on shelves. However, despite the Commodore crisis, we've seen the release of *Lemmings 3*, *Mortal Kombat II* and Acid's superb *Super Skidmarks*, all big games, and there are many planned for release later in the year. The fat lady is still in her dressing room.

A4000

The flagship AGA machine was launched towards the end of 1992. The awesome power of its graphics chips was later to be included in the A1200.

With a standard 6Mb of memory and a choice of 030 or 040 processors the Amiga 4000 quickly established itself as the professional's choice.

Processor: 68030/68040
RAM: 6Mb
Workbench/Kickstart: 3
Chip set: AGA
Expansion ports: Four Zorro III slots, CPU slot, video slot



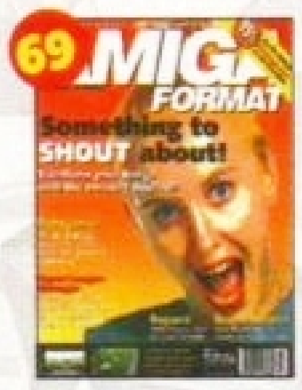
The top-of-the-range Amiga 4000 was launched in 1992 for £2,466.



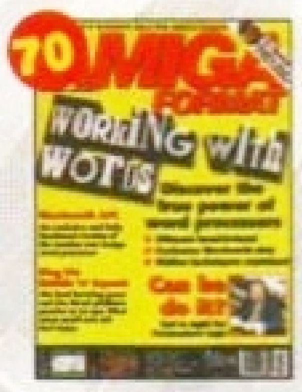
AF67 (Jan 1995) Former Commodore business partners CEI enter the race to buy the company. *Sensible World Of Soccer* scores 95 per cent. The much-hyped *Rise Of The Robots* is found severely wanting and only gets 19 per cent.



AF68 (Feb 1995) The World Of Amiga Show at Wembley is a huge success despite the Commodore problems. Almathera's *Photogenics* image processing package earns a 95 per cent Gold.



AF69 (Mar 1995) HiSoft launch the Squirrel SCSI interface, opening a new doorway of compatibility to a host of hardware add-ons. Complaints reach *AF* about *Sensible World Of Soccer* being too difficult and being bugged.



AF70 (Apr 1995) After 10 months, the buy-out saga seems to be nearing a conclusion as the complicated finances of the old company are unwound. *Sensible World Of Soccer* on the Amiga sells eight times as many copies as the nearest rival PC game on floppy disk.

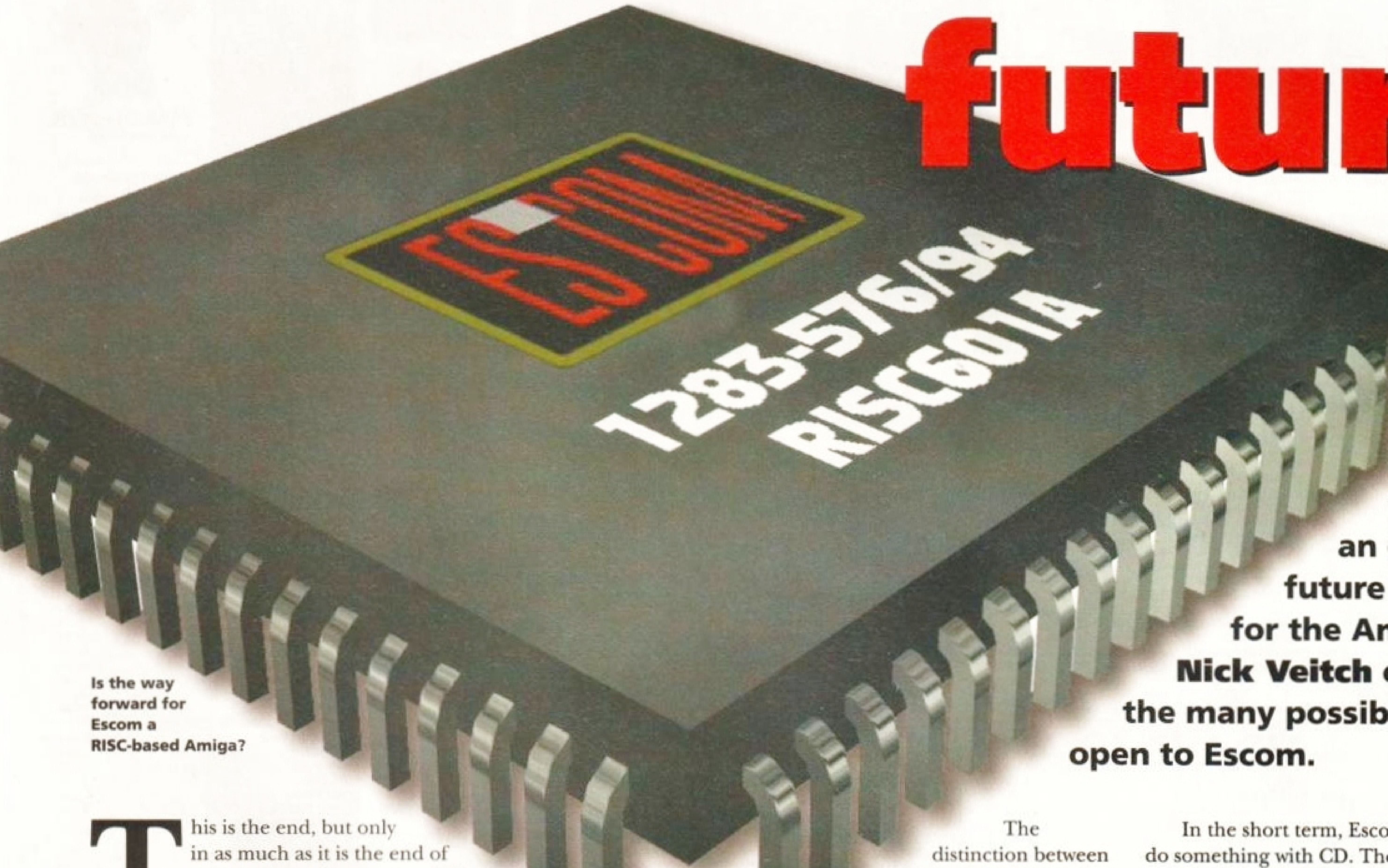


AF71 (May 1995) German PC company Escom enter the bidding for Commodore, the result of which is now just a matter of weeks away. *Super Skidmarks 2* scores 92 per cent. *Sensible World Of Soccer* tops the games charts.



AF72 (June 1995) The Amiga has its 10th birthday this year. Escom succeed in their bid to buy Commodore International. The first 060 accelerator for the Amiga is released in the form of the Cyberstorm 060 card.

Look to the future



Is the way forward for Escom a RISC-based Amiga?

There's an exciting future in store for the Amiga. Nick Veitch explores the many possibilities open to Escom.

This is the end, but only in as much as it is the end of our retrospective – we can look back no more and can only look forward. The Amiga certainly seems to have a future, now that a company with great expertise and financial clout is at the helm, of that there is no doubt. But what kind of future could it possibly be?

The mainstay of the Amiga has always been innovation. In the early days the hardware itself was groundbreaking, but as the machine developed, it was the software that shone through.

Make no mistake, Workbench 2 and Workbench 3 are excellent operating systems. As we have seen, many different game genres were originally developed on the Amiga, and as long as talent is still attracted to the platform, there is no reason why that should not continue. There are still many serious products and add-ons that lead the world.

The distinction between platforms has been blurred in recent times. The high-end machines from Apple will look very similar to the high-end machines from IBM and all the other clone-makers, because they are based around the same hardware – the PowerPC.

This is not a bad thing, but what if the next-generation professional Amigas were based on the same CPU, but had a next-generation Amiga chip set too? The Power Amiga is something Escom are considering. With the right licence agreements, there is no reason why such a machine should not be able to run Amiga, Mac and PC software, but retain the Amiga edge.

Hopefully, a cheaper RISC-based entry-level machine could also be produced, but the chip prices are in the lap of the gods at the moment.

In the short term, Escom must surely do something with CD. The CD[32] may not have set the world on fire, but not because it was a bad machine. In a way, the games industry stunted its growth (and yes, a lot of magazines did too) preferring to dream about the consoles to come. The fact is that Commodore had working, mass-market product for the CD market in Summer '93, not Summer '95.

The next generation of consoles are in for a hard time too. But at least Escom can build on the Amiga-compatible CD market. An A1200 with built-in CD would be nice, but not necessarily innovative.

The entry-level machine is the key to success. A cheaper A1200 would be a start, if backed with bundles and an optional, decent-sized hard drive. Workbench 3 doesn't really cut it on floppy, and the next incarnation may actually require a hard drive if it is to be a significant advance. In the name of all that does not suck, can we at least standardise a high-density floppy drive?

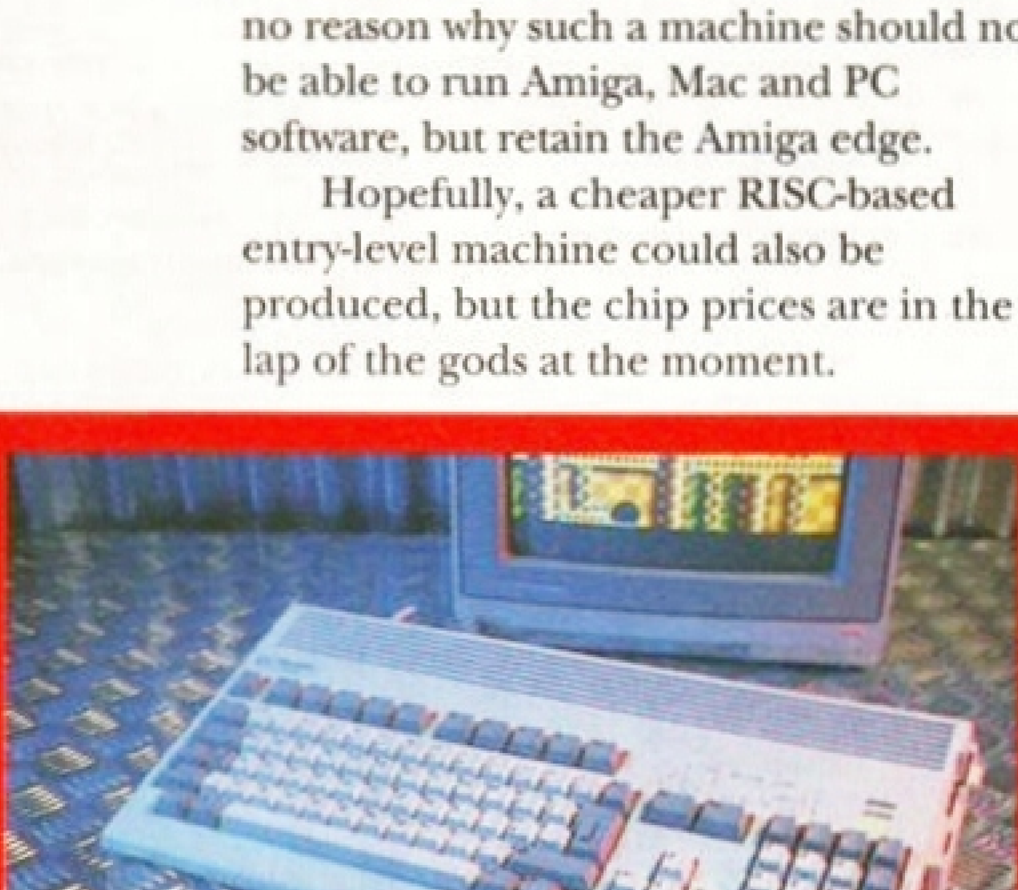
There is much to do in order to raise the profile of the Amiga again. Major advertising would be a good thing. Educational concessions would be useful to get the Amiga into schools and colleges and perhaps Escom could co-operate more with software houses so that, for once, the Amiga has some input in this sphere.

There is a lot for the Amiga to do, but it is not an insurmountable problem. After all, the Amiga has 10 years of experience going for it.

A1200

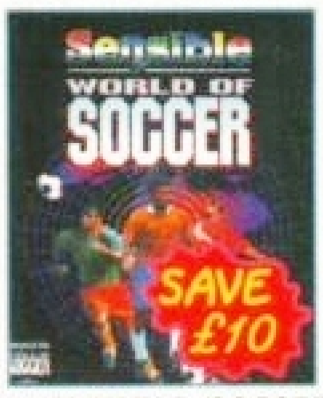
The entry-level machine was superb value at £299. With the new chip set, 2Mb of RAM and a 68020 processor, this is the home user's choice. The A1200 has the power of machines costing twice as much and the ease of use that is the Amiga's trademark.

Processor: 68020
RAM: 2Mb
Workbench/Kickstart: 3
Chip set: AGA
Expansion ports: PCMCIA slot, trapdoor slot



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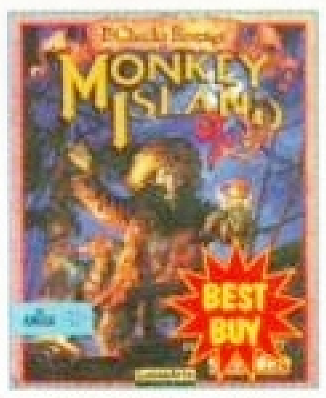
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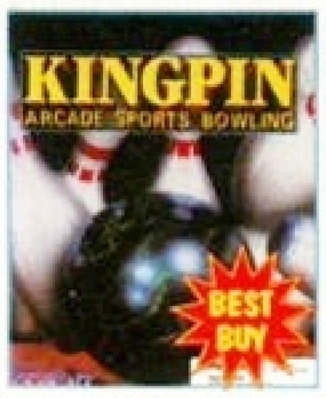
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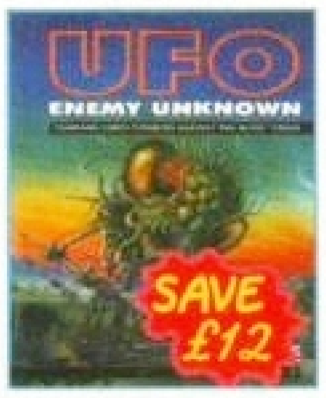
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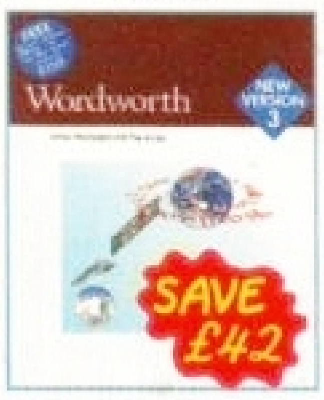
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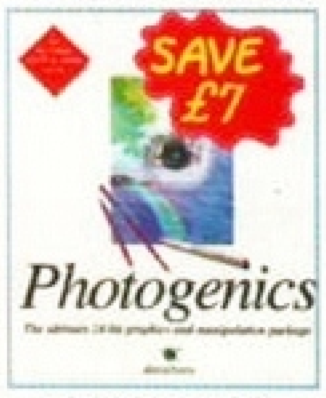
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When it comes to the CRUNCH

Mat Bettinson explains why archivers have been so important on the Amiga and looks at the latest *LZX* program from a Canadian programming team.



Ever since the old 8-bit computers, the art of data compression has been in use to save time and space. Usually, in order to play a game before it was bedtime already, it was necessary to cut down on the data that had to be stored on the tape. Remember those?

After half hour of loading, the screen would flash a multitude of colours but, contrary to popular belief, it wasn't a nasty plot to trigger epileptic fits, but your humble C64 letting you know it was doing something when it was decompressing the data into memory. The programmers were rather proud of this feat, so they thought they'd let you know about it and entertain you during the interval.

SPACE IS MONEY

Nothing much has changed. Except everything has got bigger and better. Programs and data are more complex and larger. CPUs, storage and programming techniques are faster and compressed or archived data needs less storage space. Storage costs money, and everyone wants to save money.

You can still find the flashing compressors on the Amiga known by a bevy of programmers' nicknames such as Crunchers, Squashers, Squeezers, Packers and Imploders. The technical name is Executable File Compressors – they just make a program smaller but you can still run it as if it had never been touched by one of these fancy programming feats.

Archivers are different. They are solely designed to store data in order to get it from one place to another, if only a back-up device. There are two fundamental differences, one is that you can't run the programs in this form at all but must extract the archive to its original size first.

The other difference is that many files and even the whole directory structure of a disk can be, and are, stored in these archives. Of course, most people know this already since PD software is distributed in this way on magazine Coverdisks and over a modem link.

Nowhere is all this more important than with electronic communications where that very well-off public company, British Telecom, charge you by the second. Every second counts – if you have less data to move it costs you less money.

The ability of archivers to store a whole set of programs in their proper directories is common but how they do it differs somewhat. There are two main ways. One is to record just the directory structure and the files into an archive. The other is to read the disk that the data resides on, block by block, track by track. This is handy because you can make a plug-in-and-go disk without any of the fuss of extracting the former archives.

On the Amiga, there really is only one archiver in the second category – *DMS* or *Disk Masher.* It's had many versions but unfortunately it's the preferred method to spread pirate material the world over because the data on the disk doesn't have to be a regular file system.

AMIGA EARLY EFFORTS

The early archivers on the PC and Amiga platform from 1987-1990 developed much of the base technology but are pale comparisons to the highly optimised modern archivers in use today. In the performance charts of various archivers shown, I've included *ARC, ZIP (2)* and

REGISTERING THE ARCHIVERS

You can only register *LHA* from Stefan Boberg direct. The address and details as lifted from the archive of *1.50r* are:

E-Mail: boberg@lysator.liu.se

Postal address: Tynne Bjrke, S-62023 Romakloster, Sweden.

The key for *LHA 1.50r* costs US$20 (about £12).

You can register *LZX* from any Xenolink BBS (another of Jonathan Forbe's packages) support site in the world. In the UK this is the following:

***LZX* Registration, 4 The Retreat, Thornton Heath, Surrey CR7 8LD**

Cost: £17.

BENCHMARKS ON A 40MHZ 68040

Original size: 419328 bytes

Program	Compressed size	Compression time (s)	Decompression time (s)
LZX 1.00 -3	164398	6.82	0.46
LZX 1.00 -2	164720	6.57	0.46
LZX 1.00 -1	169260	4.84	0.46
Shrink 1.1	169628	14.51	10.28
Zip -9	172350	10.81	1.40
LHA 1.38e -2	185998	5.63	0.64
Zoo	214944	5.51	2.33

Original size: 246814 bytes

Program	Compressed size	Compression time (s)	Decompression time (s)
LZX 1.00 -3	75063	2.90	0.26
LZX 1.00 -2	75775	2.40	0.26
LZX 1.00 -1	78347	2.09	0.27
Shrink 1.1	79462	6.00	5.47
Zip-9	81170	8.04	0.72
LHA 1.38e -2	84943	3.55	0.32
Zoo	132152	3.41	1.40

(Capture file from a BBS)
Original size: 876135 bytes

Program	Compressed size	Compression time (s)	Decompression time (s)
LZX 1.00 -3	212435	10.22	0.71
LZX 1.00 -2	213617	9.15	0.71
LZX 1.00 -1	217227	7.48	0.71
Shrink 1.1	224354	19.13	15.03
Zip -9	241759	13.21	2.20
LHA 1.38e -2	301480	8.65	1.09
Zoo	441081	11.39	4.83

ZOO as comparisons to show how far things have moved along since then. It's difficult to believe that we were impressed by the results .

These days, the most common archiver is Stefan Boberg's *LHA*. It's testament to the quality of this effort that it is still the Amiga standard even though there's been no update for three years. Fast and efficient, it has the added bonus that the *LHA* format is also common on the PC and a version exisits for the Mac.

So how do you use these archivers? This depends on which one you have, but the common element is that they are all primarily designed to be accessed via the Shell. Many people prefer to do things in the Shell for greater control, although programs, such as *Directory Opus*, let you to drive archivers from Intuition GUIs.

NEW KID ON THE BLOCK

The latest archiver is Jonathan Forbes' *LZX*, which has been causing no little storm in the Amiga community. JF isn't new to the Amiga scene and in the early days he produced *LX* and *LZ* which, were the leaders before *LHA*.

The Canadian team of JF and Tomi Poutanen plotted *LZX* in secret. Jonathan working on the Amiga version and Tomi on the PC *LZX*. The PC version isn't yet complete and the authors are quite vocal about the difficulties of programming *LZX* on the PC. So, *LZX* is an Amiga-only archiver at the moment.

How much better is *LZX*? It depends on the files being archived. For software distribution archives, it's spectacularly better. This is more due to the new file merging technique than the compression engine, which is still significantly better than anything else.

Compression techniques have a common method whereby they build up a dictionary of commonly-used sequences of bytes. The compressed data is really a bunch of pointers to the common sequences stored previously. The trouble is, most archivers throw away the dictionary for each file added to the archive, no matter how small the file and no matter whether the next file has the same type of data. *LZX* gets around this by merging all the files one after another and compressing in a contiguous block.

It has disadvantages in that it's slow to extract single files but this is less important than the massive increase in compression that can be, and is, achieved. I freed 60Mb of data from a 400Mb hard drive partition full of *LHA* archives.

That's a global 15 per cent saving. An average figure since many of the archives are nearly half the size of the *LHA* versions and some are the same size (samples and modules). It's worth noting that some data, especially audio data, is very difficult to compress and nearly all archivers achieve the same results. There are special types of compressor for this purpose.

There remain many anti-*LZX* stalwarts and the fact that the evaluation version of *LZX* contains a number of bugs, didn't help its case. JF claims that the product was released early since a rogue beta-tester sent a copy to Stefan Boberg.

So, *LZX* isn't 100 per cent reliable and bug-free. As with much Shareware and as

Nowhere are archivers more important than with electronic communications. Less data to move means you spend less money.

with *LHA*, if you register the product, you get a version with improved performance. With *LHA* this was *1.50r* which had special versions for 68020+ equipped machines.

LZX comes with 020/030 and even 040/060 versions as standard in the evaluation archive – a major advantage for those running accelerated machines. *LHA 1.50r* is also quite a bit faster than the evaluation versions though still slower than *LZX* on my machine. On the *LZX* front, the high performance registered *ZX* version has been scrapped temporarily because it used way too much memory. Instead, Tomi has figured out a way to make it 15 per cent faster with no extra memory usage. This should be available to registered users very soon.

WHO WINS?

So, has *LZX* got what it takes to oust the heavily ingrained *LHA* archiver? Maybe. Maybe not. It matters little since, as always, we use the best that's available at the time. For now, I've made the leap and so have many others. Quite a few Bulletin Boards have also completely shifted their file base over to the new format.

The Aminet, the source of most Amiga PD software, is also tipped to be looking at *LZX* but only when a UNIX extractor is available. I suspect little has changed since the 8-bit days in that programmers are still dead proud of these little computer miracles. So they should be. Jonathan Forbes admits that he didn't write *LZX* to make money but more to get one over on Stefan Boberg. Well he's done that. For now. Perhaps they all secretly want to add some flashing border code?

LHA a OLD:Kit_Bag.lha Troubles:#? The above is a joke. Get it?' :-)

I AM 10

10 YEARS OF THE AMIGA

The original A1000s had the signatures of all the designers and the pawprint of Jay Minor's dog moulded into the inside of the casing. When the A1000 was secretly demonstrated at the CES it was, in fact, just four breadboards cabled together. They were so fragile each board had its own seat on the plane to Chicago.

SCREEN PLAY

Ultimate Soccer Manager

Has this new football management sim from Impressions got the balls to stand out from the crowd?......................page 48



SPEEDBALL 2: The wonderfully violent futuristic sports game.

AMIGA FORMAT DREAM ON



Let's forget Commodore's problems and think about the good things for a while. About how the Amiga is the only machine with *Sensible World Of Soccer*, we can rev-up eight-player *Super Skidmarks*, we've got two joystick ports, and we've got 10 years' worth of classic games.

Right, back to the real world. It's not a great month for floppy releases, but those with a CD drive or CD32 can rejoice in the knowledge that there are three classic silver platters on offer. The long-awaited conversion of the fabulously violent sports sim, *Speedball 2* is finally in our palms. Also, Gremlin's fine beat-em-up *Shadow Fighter* and the multiballed *Pinball Illusions* are CD-ing – a timely boost for the CD32, though it'll be interesting to see what Escom make of the console.

Impressions enter the shadowy world of football management with *Ultimate Soccer Manager*. In with a bang or out with a bung? They've also waded in with the piratical strategic adventure *High Seas Trader*. Gametek's gory adventure *BloodNet* makes a welcome A500 appearance, and once again, the best games of the month are re-releases.

STEPHEN BRADLEY

AMIGA FORMAT'S REVIEW POLICY

Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible, and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

WHAT OUR REVIEW SCORES MEAN

90+%
The crème de la crème. Only the very best, most playable and original games are awarded an *AF* Gold – the most highly-prized rating there is.

80-89%
These games are very good, but due to minor flaws are not the finest examples of their genre.

70-79%
Good games which are worth buying, especially if you have a special interest in a game type.

60-69%
Average releases with limited gameplay and appeal. Games in this category tend to be flawed.

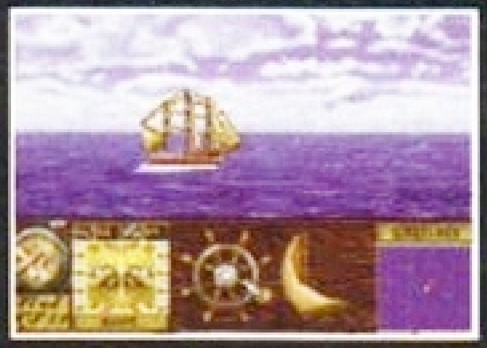
50-59%
Below average games which are unlikely to impress your mates or your wallet. Avoid.

40-49%
Overwhelmingly poor quality games with major flaws and appalling gameplay.

Less than 40%
The absolute pits.

IN PREVIEWS THIS MONTH ARE...

Zelda fans should love Team 17's *Speris Legacy*; Anco's *Player Manager 2* will keep footie fans amused; take over the New World with *Colonization* and engage in top rotory fun with *COALA*. p43



HIGH SEAS TRADER: Kick, crunch and hurt people.



PINBALL ILLUSIONS: Destroy Sett's minions.

REVIEWS

Charts p44
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Speedball 2 CD32....p64
Shadow Fighter CD32....p64
Pinball Illusions CD32....p67
King Pin CD32....p67
GameBusters....p71

PLAYER MANAGER 2 is a football management simulation with ONE BIG DIFFERENCE - you can actually test your managerial decisions where it counts - ON THE PITCH.

Appointed Player Manager of a second division club at the age of twenty-eight, the onus is on you to clear out the dead wood and build a team capable of getting into the Premier Division and challenging for European honours.

Player Manager 2 covers every aspect of football management from signing on schoolboys to designing the match tactics that will win the F.A. Cup.

PLAYER Manager 2

The Manager's Office is the hub of all activity. It is from here that you'll make the decisions on which your management will be judged.





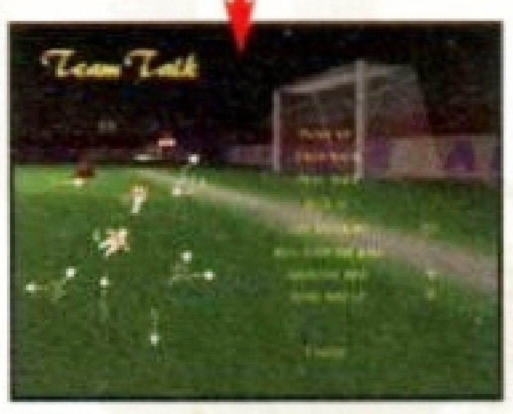
Comprehensive player information giving individual skills and attributes is at your fingertips. Using this info, you can pick the right team for the right game. Should you risk a hot headed centre back when you know the ref plays it strictly by the book?



Are the board really 100% behind you? Is the coach paying more attention to the physio's wife than team training? Is the criticism in the club fanzine indicative of how the supporters view your management? Who do you listen to - your staff, the board, or the fans? You'll need answers to these questions - because ultimately the buck stops with you!



I'll be there to give you plenty of post match advice. Don't expect an easy ride!



Individual Team Talk allows you to give players specific and individual instructions before the big match. So you may ask your right back to push up, or your left midfielder to tuck in. If you believe one of your opponents has a suspect temperament, order one of your players to wind him up and you may get him sent off!

Features that add superb arcade action to top class management.

Side View



Top Down



Isometric



ANCO

For more detailed information please write to Anco, 7 Millside Industrial Estate, Lawson Road, Dartford, Kent DA1 5BH Screenshots are representative of gameplay only and may vary from format to format. Player Manager 2 requires a joystick.

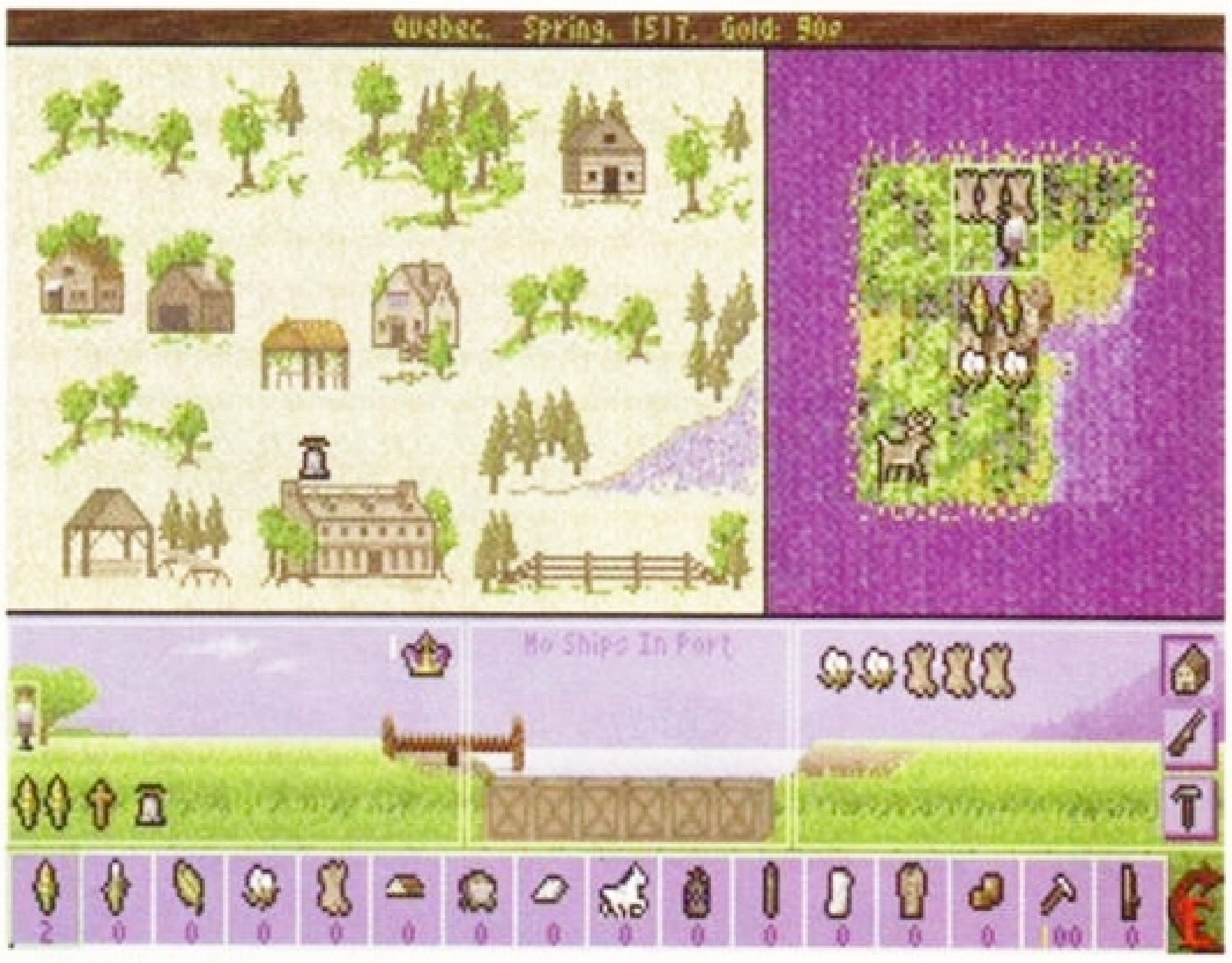
AVAILABLE FOR AMIGA & PC CD ROM

Steve Bradley takes a first look at four new games. They're all very different and they all promise to be worthy additions to your collection.

Previews



SPERIS LEGACY: Cutesy, viewed-from-above role-playing games have proved incredibly popular on the consoles. Can Team 17 do the same on the Amiga with their forthcoming *Speris Legacy*?



COLONIZATION: *Civilisation*, Sid Meier's strategy game, remains one of the Amiga's greatest games, and although not a sequel, *Colonization* should be equally splendid.

SPERIS LEGACY

Team 17, 01924 271637

Firstly, Team 17's platformer *Pussies Galore* has become *Pussies Galless*. Apparently, it's poor and they don't want to sully their reputation with such feline nonsense. Good for them.

And while we're on the slippers, *Witchwood* has burtoned-out leaving the Teamsters to concentrate on their top-down viewed *Zelda*-style RPG game, *Speris Legacy*, the project manager of which is ex-*AF* writer and *Amiga Shopper* editor Richard Baguley. And by God these people change when they jump ship to softy. Just listen to him. "*Speris* is a blitter blasting, sprite shaking, speaker slamming game of truly epic proportions." You can't fault the lad's enthusiasm, but he continues. "It's big. It's very big. It's bigger than a very big thing on a very expansive day. It's got good guys, bad guys, evil hordes, enchanted weapons (what?), spells, swords, intelligent non-player characters and over 12,000 screens of playing area." Right.

Speris Legacy will be the first cute-em-up RPG to hit the Amiga, though Krisalis, among others, are on the case. The good news is that Team 17 are releasing A500, AGA and CD32 versions and they will hopefully appear in the coming weeks.



PLAYER MANAGER 2: Managers these days spend far too much time behind their desk.



PLAYER MANAGER 2: Traffic cones are an essential part of the gaffer's armoury.

PLAYER MANAGER 2

Anco, 0171 761 7625

A brief mention a couple of months ago becomes a full-blown chat. Truth be known, we were hoping to review the long-awaited follow-up to *Player Manager* but Anco are having a tinker. So, you're 28 and appointed player manager of a Second Division club and given the task of lifting the spirits and taking the chaps upward and onward. But has it any distinguishing features? Well there is a host of player attributes and some which peak and decline at stages in the players' careers depending on their age, though coaching plays a big part. As in *SWOS* and *Man Utd: The Double*, you can play for the teams and the arcade section offers top-down, side-on and isometric pitch perspectives which certainly sounds promising.

And there's Jocky. Alan Hansen pops up to give you the benefit of his vast knowledge of golf courses, while the *Anco Times* supplies up-to-date match reports. Positively microscopic detail next month.



COLONIZATION: Microprose's latest adventure is due shortly.



COLONIZATION: Your decisions can change the face of the New World. No pressure really.

COLONIZATION

Microprose, 01454 326532

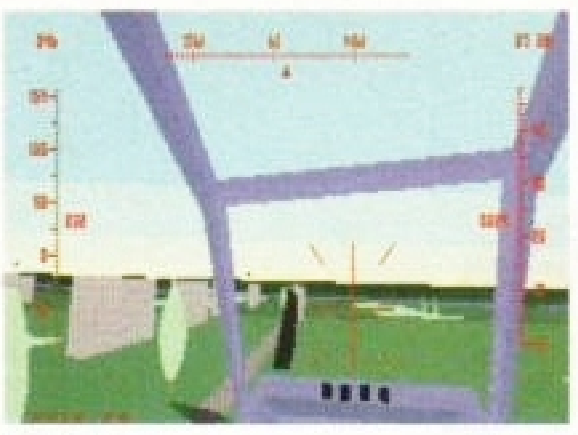
So much to say, so little space. Work of the Meiermeister, is this. Sidney, you may recall has knocked a couple of

Continued overleaf ➡

Previews

games out before. You might even have played them; *Civilisation, Railroad Tycoon*, and the rather splendid *Pirates!*, too. *Colonization* is more of the *Civilisation* bent, though really the similarities end at the beginning-with-C- and being-a-long-word stage. Oh, OK, they're a bit alike. In theory. So, you're in the New World (that's the Americas a few hundred years back), right, and you're bossing either the British, Spanish, French or Dutch.

So, you're in the New World, right, and you're bossing the British. You attempt to take over the New World by pointing 'n' clicking your ships, troops and colonists around the shop, though others are doing the very same thing. Inevitably, situations come to a head and you can make war, peace or pay tribute. And the colonies then decide they want self-rule and it all gets terribly messy. It should be brilliant, if Sidney is on form and June will see it shelfbound. Hurray, as opposed to hurrah.



COALA: It looks great but will it run fast enough on the A1200?



COALA: What exactly does a combat helicopter pilot with an arsenal of armour do in the *COALA*'s Peace missions option? Releasing the odd Hellfire missile could soon shatter the peace. Go on.

I AM 10

10 YEARS OF THE AMIGA

Team 17 arose out of the busy PD scene. Their first game was a budget title called *Full Contact*. But the game that got them noticed was *Alien Breed* which was inspired by the film *Aliens* and is an overhead blasting game.

COALA A1200/A4000

Empire Software, 0181 343 7337

Where would the world be without fully configurable 3D battlefield helicopter action simulators? Empty, lonely and downright sad. Empire kindly rotor in with *COALA* to save the day.

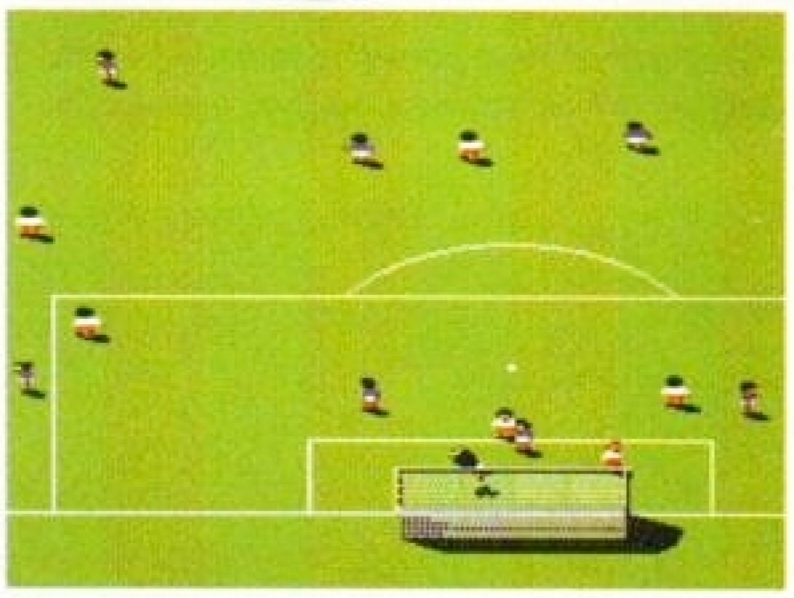
Funny name for an action-packed flight simulator but if it persuades *Rainbow Islands* followers to unload barrels into hapless tanks then we should be grateful. There are scenarios galore ranging from tank, air and chopper battles to rather less exciting sounding Peace and Cold War options.

You can adjust the detail tenfold, from the objects to the shading, as well as tinkering with the mouse sensitivity. A mouse offers greater control and flexibility – masters of *Zeewolf* will rejoice. However, unless you've got a powerful AGA machine, this will run rather sluggishly, but we wait in hope.

The top games







Weekly chart updates can be found on Future Publishing's own Internet site, FutureNet: http://www.futurenet.co.uk/computing/amigaformat.html

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THIS MONTH'S FULL-PRICE TOP 20

Pos	Title	Rating
1 (-)	**Super Skidmarks** (Acid Software)	FG92%
2 (1)	**Sensible World Of Soccer** (Renegade)	FG95%
3 (3)	**Beau-Jolly Compilation** (Virgin)	FG90%
4 (Re)	**On The Ball: League Edition** (Ascon Sports)	70%
5 (4)	**Premier Manager 3** (Gremlin Interactive)	85%
6 (10)	**Jungle Strike** (Ocean)	87%
7 (6)	**FIFA International Soccer** (Electronic Arts)	79%
8 (Re)	**UFO: Enemy Unknown** (Microprose)	FG90%
9 (8)	**Championship Manager Italia 95** (Domark)	65%
10 (5)	**Theme Park** (Bullfrog)	FG91%
11 (9)	**Mortal Kombat II** (Acclaim)	FG92%
12 (7)	**PGA European Tour** (Ocean)	83%
13 (18)	**Cannon Fodder 2** (Virgin)	FG90%
14 (-)	**Crystal Dragon** (Black Legend)	75%
15 (-)	**Voyages Of Discovery** (Black Legend)	80%
16 (16)	**Football Glory** (Black Legend)	80%
17 (Re)	**World Cup Year '94** (Empire)	FG94%
18 (15)	**Championship Manager '93** (Domark)	86%
19 (-)	**Borobodur - Planet Of Doom** (Thalamus Europe)	Not reviewed
20 (20)	**Skidmarks** (Acid Software)	FG90%

Top 10 CD32

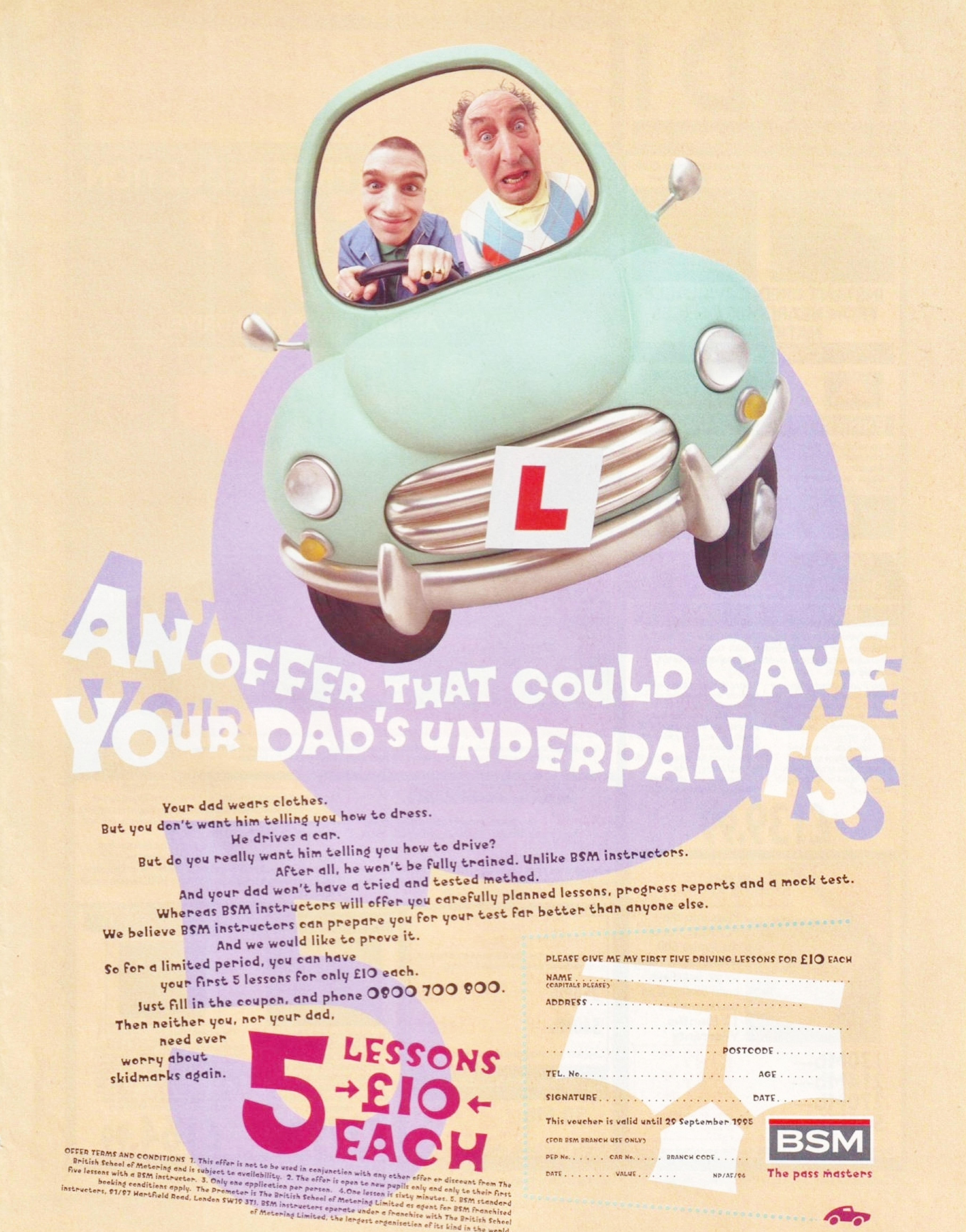
	Title	Rating
1	**Microcosm** (Psygnosis)	87%
2	**Lemmings** (Psygnosis)	FG92%
3	**Jungle Strike** (Ocean)	87%
4	**Roadkill** (Acid Software)	75%
5	**Cannon Fodder** (Virgin)	FG92%
6	**PGA European Tour** (Ocean)	83%
7	**Theme Park** (Mindscape)	79%
8	**Liberation** (Mindscape)	FG90%
9	**Bump 'n' Burn** (Grandslam)	77%
10	**Fury Of The Furries**	

Top 10 Budget

	Title	Rating
1	**Magic Boy** (Empire)	83%
2	**Fantasy Manager** (Anco)	48%
3	**Shadow Fighter** (Gremlin Interactive)	92%
4	**King Pin** (Team 17)	67%
5	**Premier Manager 3 Multi-Edit** (Gremlin Interactive)	Not reviewed
6	**Terminator 2 – The Arcade Game** (Virgin)	70%
7	**Batman Returns** (Gametek)	48%
8	**Monkey Island 2** (Kixx)	FG93%
9	**Lemmings** (Psygnosis)	FG92%
10	**Dune 2** (Hit Squad)	79%

Top 10 A1200

	Title	Rating
1	**UFO: Enemy Unknown** (Microprose)	FG90%
2	**Pinball Illusions** (21st Century)	88%
3	**Theme Park** (Bullfrog)	FG91%
4	**Premier Manager 3** (Gremlin Interactive)	85%
5	**Roadkill** (Acid Software)	75%
6	**Football Glory** (Black Legend)	80%
7	**The Lion King** (Virgin)	69%
8	**Rise Of The Robots** (Time Warner)	18%
9	**Sim City 2000** (Maxis)	FG92%
10	**Fields Of Glory** (Microprose)	44%


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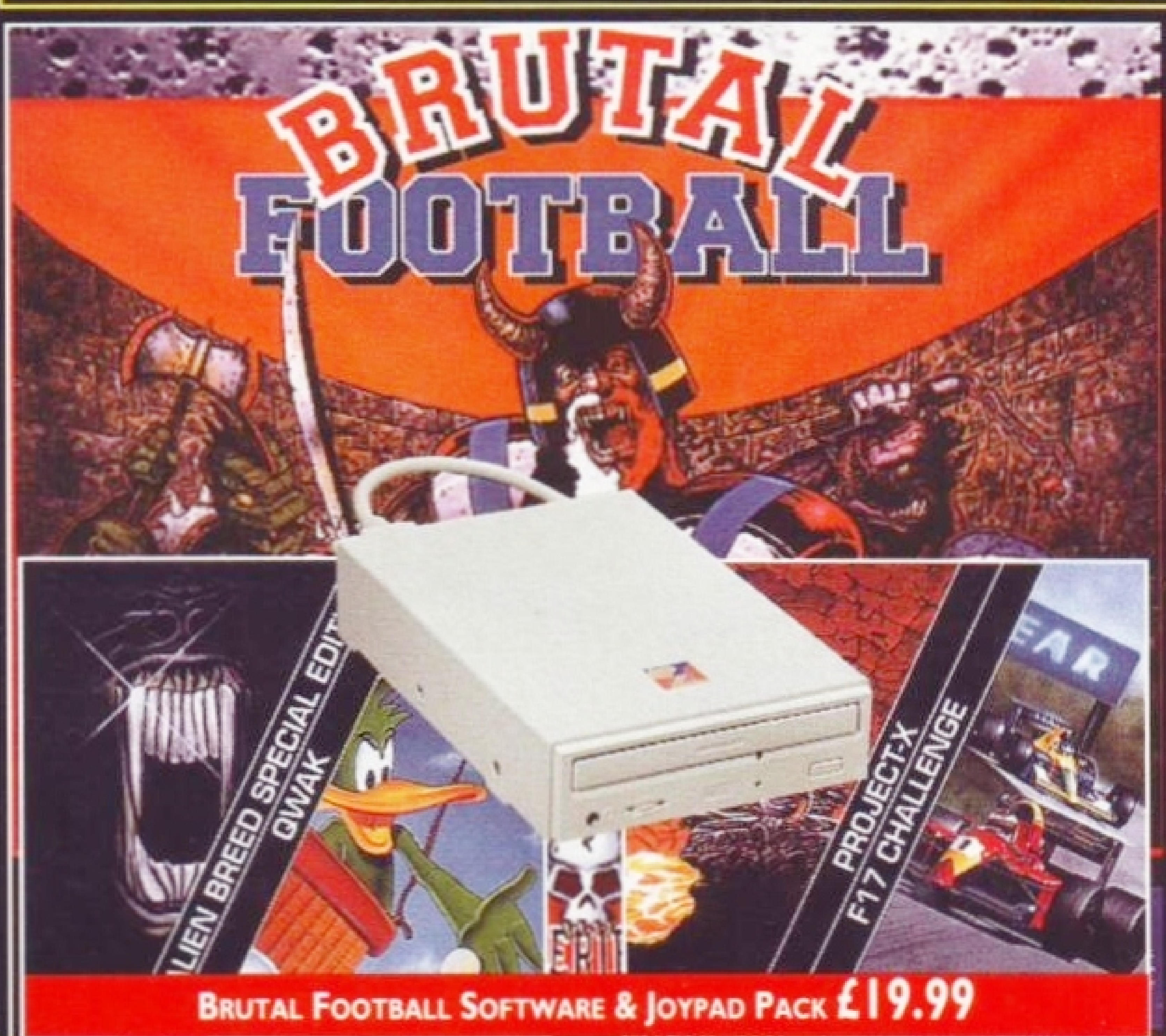
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* **Qwak** *"The most playable Amiga game ever" 92%*
* **Project - X** *"Incredible graphics, awesome speech...a true classic"92%*
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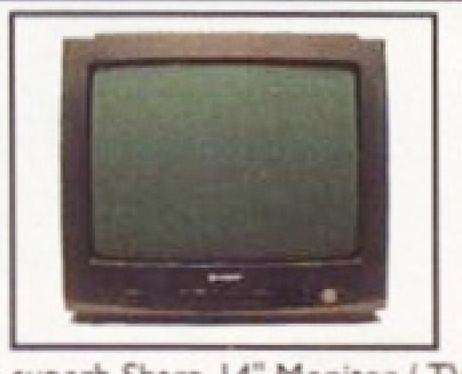
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Canon PRINTERS

Canon BJ-200ex

The NEW BJ-200ex has print speeds of over 3ppm. It has a built in 'smoothing' function giving an effective resolution of upto 720 x 360 dpi! At the faster speeds of 204cps HQ, and 248cps HS, the BJ-200ex still maintains the whisper quiet operation of 42 dBA, and comes with a built - in 100 x A4 automatic sheetfeeder. * 1 Year Warranty **£233.83**

NEW Canon BJC-600e

Introducing the NEW Canon BJC-600e, the successor to the BJC-600. In addition to the advanced features of the BJC-600, the NEW BJC-600e has a 'smoothing function' giving an effective resolution of 720 x 360dpi for mono printing. The improved logic capabilities allow you to print colour graphics at a speed of 0.6 - 1.2 ppm.It Prints on various media, is Windows compatible and has fast print speeds for colour and black. It also has separate CMYK ink tanks for economical printing. 1 Year Warranty **£429**

Canon BJC-4000 - COLOUR

A colour desktop Bubble Jet, fast on black and white and brilliant on colour. 360 dpi for colour printing and an effective 720 x 360 dpi mono, using the high performance black cartridge and at speeds of up to 4ppm! It prints on various media, has a built in sheet feeder and is Windows compatible. **£323.13**



NEW Canon BJ-30 is an ideal portable printer, the perfect answer for occaisional home use.

It has a built in smoothing function giving an effective resolution of upto 720 x 360 dpi. The BJ-30 uses the new BC-10 cartridge system with 128 nozzle head, giving a print speed of 277 cps. The ink is fast drying water resistant and light fast. It has been designed for ease of use incorporating LCD control panel and a warning to let the user know when the cartridge is running short of ink. It has a 30 sheet integral sheetfeeder and weighs only 1.4Kg! **£198.58**



NEW Canon BJC-70 -Colour Bubble Jet Printer

BJC-70 has all the advanced features of the BJ - 30 but with the added advantage of the BC-11 colour ink cartridge. The BC10 black only cartridge gives a print speed of upto 376 cps. The BC-11 colour cartridge system uses an on-line black ink cartridge that gives true black output, with colour on the same page. Also using fast drying inks to enable complex graphics to be printed without colours bleeding. **£299.63**

Options: 1. Portable kit containing Nickel Metal Hydride battery & attachment to recharge from the mains when the printer is not in use:- **£79.31**

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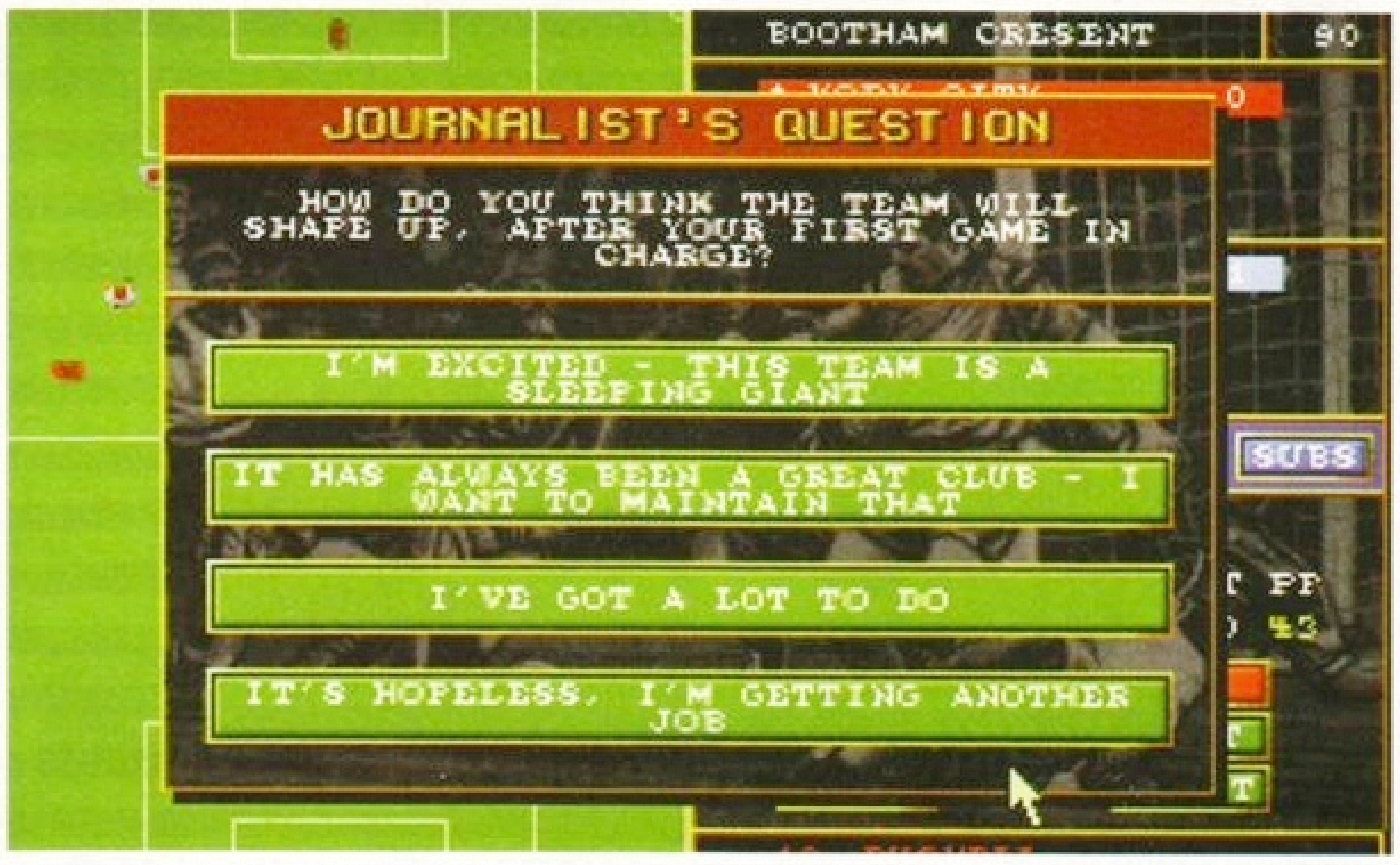
As yet another football management game trundles off the production line, Steve Bradley assesses the cost of lettuce in the United States.



Ultimate Soccer Manager A1200



The bank account of the mighty York could do with a boost, but can we attract the paying customers away from Leeds and Middlesbrough to repay the loan?



Your press conference answers can affect your standing with the board. They also affect your popularity with the fans.

Perhaps there is a bandwagon trundling the streets of this fair isle. Perhaps this wagon stops occasionally, outside the gleaming front entrances of our friends the software companies, and a chap jumps out, bangs on the doors and implores the occupants to come outside and read his sandwich board.

It reads thus (bear in mind it's a big sandwich board). "Friends," it exclaims. "Friends, I have an opportunity for YOU. Friends, the football management game sells like the medicine bottles off of the back of my truck. The football management game cures all, soothes the bank manager and hits the upper reaches of the charts within weeks. Friends, there may well be others which claim to do the same but the people, yes, the people, want MORE. Give them MORE."

Ultimate Soccer Manager gives you more. *Ultimate Soccer Manager* embraces the statistics that many of you are so fond of and even finds the time to include some positively *Theme Park*-esque ground-building options, providing of course, you don't choose to manage the Uniteds of Manchester, Leeds, Newcastle and the rest of the Premiership fat cats.



A little bit controversial, but unfortunately you don't get to meet at motorway service stations and exchange brown paper bags.

What we have here is the most visually accessible and indeed, stimulating football management game I've seen to date. Oh by jove, it's pretty.

Whether you're taking a shufty through the files, plopping a burger bar outside the Geldard Road End or simply killing the chairman's favourite plant, the football management simulation has never looked this good.

But we've all been fooled by beauty. Being easy on the eye never guaranteed an evening of pleasure. It helps though, dunnit? Impressions are renowned for their strategy games replete with pleasant 3D graphics, but the footie management game? Unchartered waters. So why? We'll take it that they've taken a glance at the games charts, and, less cynically, we'll agree that they've decided they can do it better.

Risky business

But incorporating a full business game into the football management sim is no mean task. Have Impressions succeeded? Read on to discover the truth. They haven't. But they've got the right idea. You can, finances permitting, set up burger bars, restaurants, bars, clubs shops and car parks as well as dictating the price of merchandise.

Say, for instance, you want another club bar. You splash out the capital to buy it, position it accordingly and if you think the punters will accept it, up the price of beer and food to try to recoup the initial outlay as quickly as possible. It's business, see. You can also demolish stands and replace them to increase ground capacity, though of course, you lose spectator revenue while they're being built – St James Park wasn't built in a day, you know.

Now you may be one of those people who hates the more commercial

I AM 10

10 YEARS OF THE AMIGA

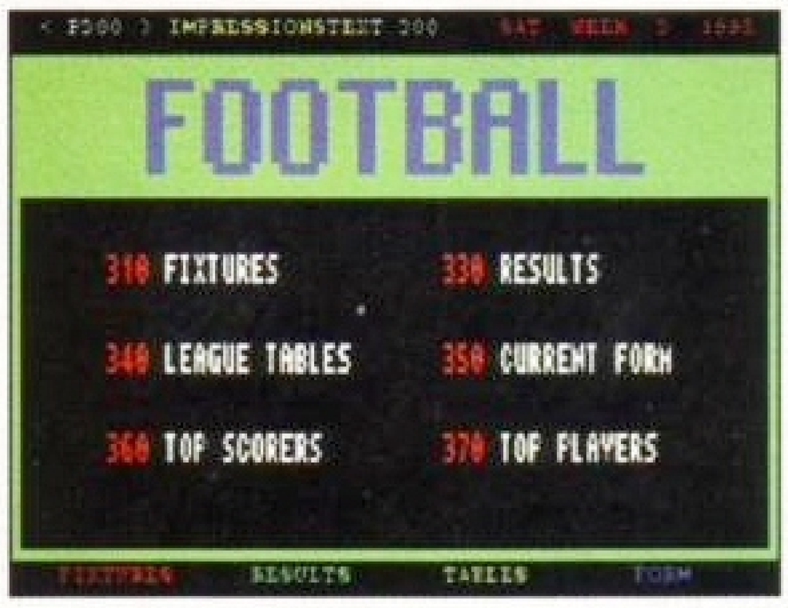
Microprose, the flight sim specialists, was formed 12 years ago by "Wild" Bill Stealey and Sid Meier after they met at a conference in Las Vegas. They'd both played a game called *Red Baron* and Sid reckoned he could write a better one in a week. It took him a little longer, but he came up with *Hellcat Ace* before going on to write *Civilization*, *Railroad Tycoon* and *Pirates!*



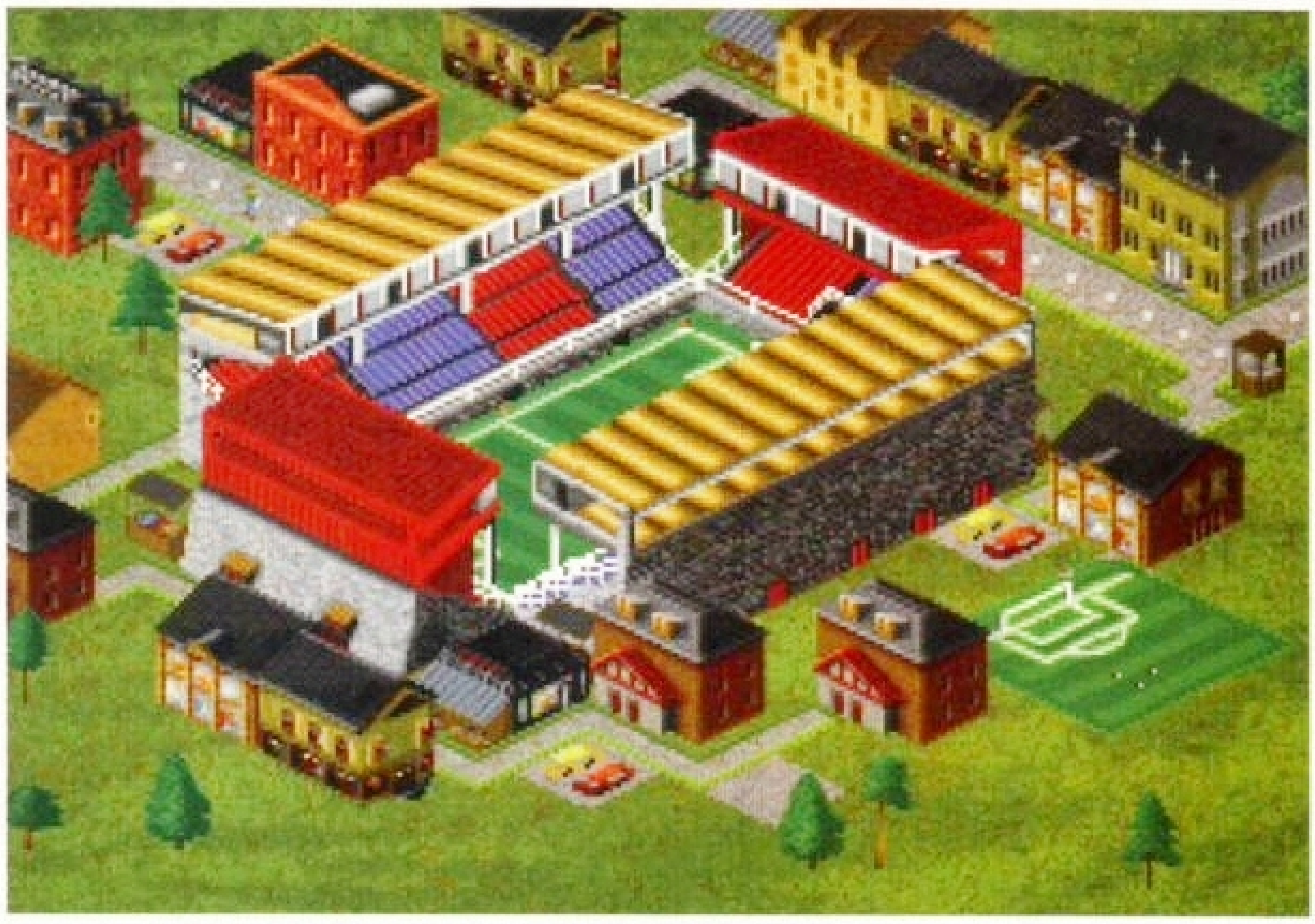
Throughout *Ultimate Soccer Manager*, tactical changes can be made and you can speed up the whole process when you get bored.



Quite a novelty, the Teletext. You can look up everything you need to know about footie.



The Impressionstext TV is a tremendous medium for finding out what's what in the football world.



The ground and its environs work almost like a mini-*Theme Park*. You can develop the stadium, increase capacity, give the fans new bars, burger stalls and shops. See it grow before you.

aspects of football and if so, you can choose not to indulge in the full business option and instead concentrate purely on matters football. Sure, it's detailed but not enough to make *Ultimate Soccer Manager* a business game in its own right, though I reckon Impressions have gone as far down that road as was necessary.

To matters football. You really can't do anything different to any other management footer sim. The player ratings are comprehensive – marks out of the century for all manner of facets (such as tackling and passing) – so we won't travel this road further except to say that the matches are viewed a-la-*Premier Manager 3*, visual style. Some prefer text-based action, others like to see what's going on in the games. It's your choice.

Easy access

One particularly endearing feature is the Teletext in the gaffer's office. Here you access everything you need to know about the football world and, most thankfully, it's bereft of 0891 numbers to tinkle. The fax machine is your vehicle to the transfer market while, intriguingly, the telephone offers the 'bung' and gambling options. You can offer teams the chance to 'lose' the match – all for a fee, of course – as well as attempting to buy your way to preferential transfer market treatment. Don't get caught, though. Remember wotshisname.

So are Impressions trying to be a little too clever here? Are they offering the whole caboodle, attempting to include every possible feature, hoping to make the competition's shoulders sag in resignation at their all-encompassing brilliance? They are, but *USM* is presented with such panache that we can forgive them this.

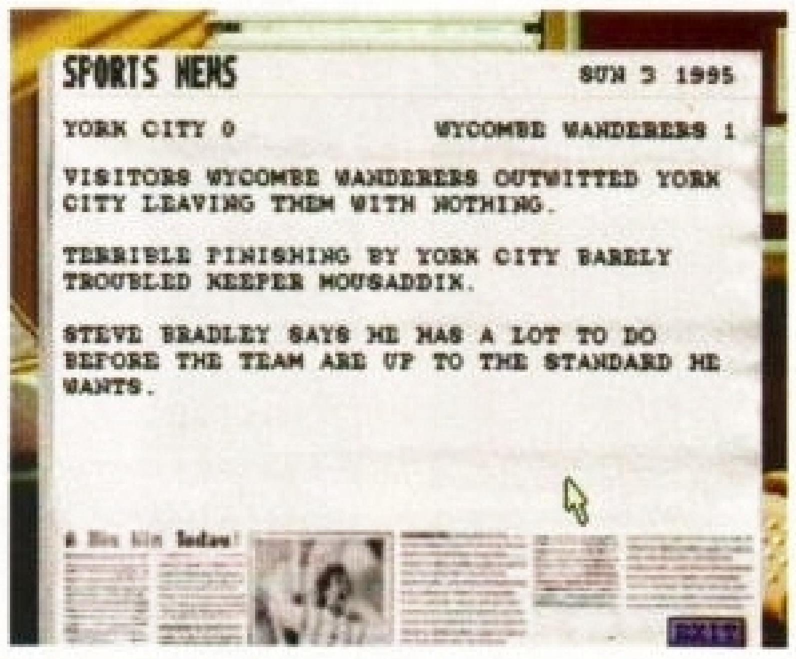
USM is a management game which is fun to trawl around. Many management sims quickly become a chore as you check the opposition, assemble your team and get to the next match with as little fuss as possible but with *USM*, one quite happily peddles through the Teletext or one adds a new shop or builds a new stand. The graphical touches make it worthwhile. Witness the interfering fuzz as you click on the telly, witness the bank manager flicking through his files.

Plain sailing

So the catch then? It's rather easy. If you've battled the war that is *Premier Manager 3*, chances are *Ultimate Soccer Manager* will be sailing of the plain variety. The actual winning of football matches, which remember, is why we're here, does not a deal of preparation take, particularly if you're the boss up at Old Trafford. There is an edit facility which folk normally head for when the going gets tough, but in *USM* you'll probably want to downgrade some of the players' stats. But, and for many of you, it may be a big BUT, I still find it in my heart to love the game.

I love watching my spanking new 10,000 seater stand reaching for the skies, I love attempting to court favour in the transfer market with Arsenal and I love forcing loads of (horse) burger bars on to the unsuspecting hordes who watch my team. After all, they've done it to me for long enough.

● Daze Marketing will be releasing a 1Mb version of *Ultimate Soccer Manager* shortly.



OK, so I've got a lot to do but the lads are rallying and were ready to come out of the trenches guns blazing. Ahem.

ULTIMATE SOCCER MANAGER A1200

Publisher	Daze Marketing 0171 372 7435
Price	£29.99
Versions	A1200/A4000
System requirements	A1200/A4000
Release date	Out now

Graphics 9 out of 10
Spankingly grand 3D.

Sound 5 out of 10
Sorry music. But hey, you can turn it off.

Addiction 7 out of 10
I point, I click. And then I do it again.

Playability 8 out of 10
You'll play 'til Ron says, "early doors".

Overall verdict
Really, and when all's said and indeed done, a rather smashing footie management sim.

85%

■ ***Ultimate Soccer Manager* embraces the statistics that many of you are so fond of.**



Steve Bradley is a vampire but Deirdre has done her best. *BloodNet* A1200 was received warmly but is its 1Mb brother as kind of heart?



BloodNet A500 A600



Ransom Stark is rescued by a woman called Deirdre Tackett who saves him from a vampiric lifestyle. No joke.



Even the character generator is exciting. Now there's a novelty. But answer truthfully.

Adult adventures in cyberspace and NOT SUITABLE FOR UNDER 18s. That's woken you up, eh? *BloodNet* first arrived back in the chilly month of February and our correspondent from north of the border found it a: "compulsive and compelling journey to the outer reaches of cyberspace," scoring it a most impressive 82 per cent (*AF69*).

In brief *BloodNet* is set in New York 99 years from now. Vampires, the Information Superhighway, neural implants and mega corporations play a prominent role in this evil world and for a change, the plot is both relevant and bloody marvellous. And, fanfare, it's a serious, non-linear adventure which is worth playing because it has, pause, depth. Why are there so few of these games around? Because it takes intelligent people to write them?

So here you go. While in cyberspace you meet a data angel whose body was murdered while he was decked in, leaving him trapped in the matrix. His Soul Box is decaying. He pleads for your assistance.

You have to transfer his consciousness into a Dragon Soul Box so that his data structure remains intact while you try to help him. Then copy your level three and four cloaks into his data structure so that he can avoid TransTech security until you can help him.

You also have the chance to pay a virtual scenario producer to patch this cyberlost data angel into a virtual reality construct of Manhattan, thus providing him with familiar perceptual input.

Phew. And that's just the character generator. It's hi-tech, hi-spec but by crivvens it keeps you playing.

The control is maybe a tad finickety, don't even think about buying it unless you've got a hard drive, and there's no speech, but it's still the best point 'n' click adventure we've seen for an age or so. And we're still awaiting the staff of Future Publishing's Internet magazine, *.net* to storm into the *AF* office and demand a game.

I AM 10 — 10 YEARS OF THE AMIGA

The first *Amiga Format* Coverdisk, or Superdisk as it was known as in *AF1*, featured *The New Zealand* story and a demo of the *Frog* game. "Fun and enjoyment is what *Amiga Format* is all about and between the utilities for all you tech-heads out there, there's bound to be plenty of stuff to keep fun-loving types happy for hours on end," wrote a young Jason Holborn on his Superdisk page.

BLOODNET

Publisher	**Gametek, 01753 553445**
Price	**£29.99**
Versions	**A500/600 (A1200 version also available)**
System requirements	**1Mb**
Release date	**Out now**

Graphics	7 out of 10
Quite satisfactory, but really, a secondary facet.	
Sound	5 out of 10
Not the most important part of the game, thankfully.	
Addiction	8 out of 10
Intelligently written games are a rare commodity.	
Playability	8 out of 10
You desperately need a hard drive. Get one and play it. Soon.	

Overall verdict

The streets of New York have never been so exciting. Compulsive point 'n' click adventure and the best for an age.

82%

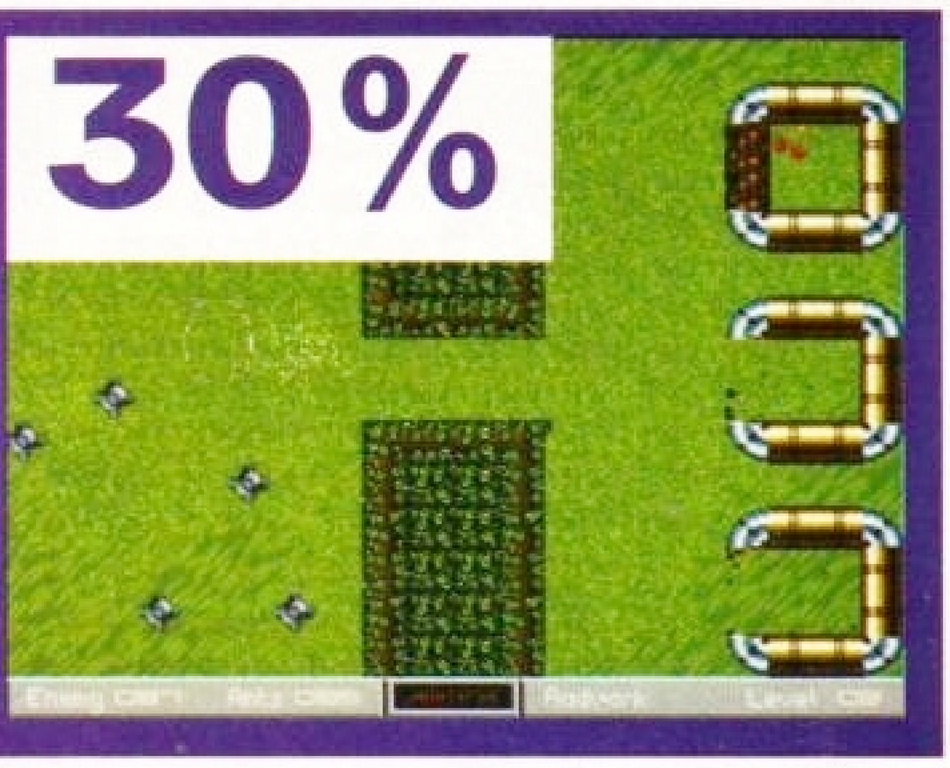
ANTS

■ Kellion, 0181-809 4744 ■ £TBA ■ All Amigas ■ 1Mb

As commercial releases go, this is as odd as they come. The in-game instructions read thus: "You are the Antmaster. Your mission is to give doom or deliverance to hundreds of tiny dot like creatures (read pixels) called the Ants." The pixels mill, you click on the mouse button encircling the mites before leading them towards their hapless prey, but the little dots die as soon as they make contact so you keep a couple back to feed and multiply and set them off again. It's dots verses the rest.

It's dull, though admittedly rather fun in minuscule bursts. It would have made a reasonable PD game. It's pants overall, though.

30%



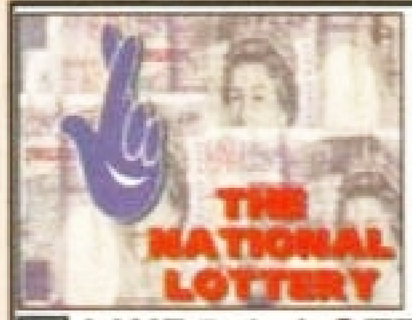
Guide your ants towards their hapless prey. If you really must.

■ *BloodNet* is hi-tech and high-spec and, by crivvens, it certainly plays well.

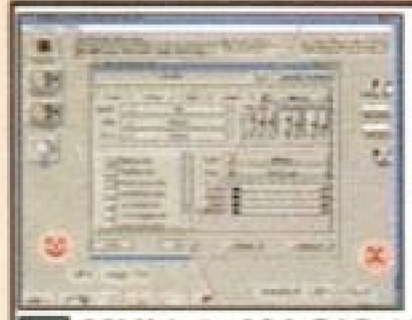

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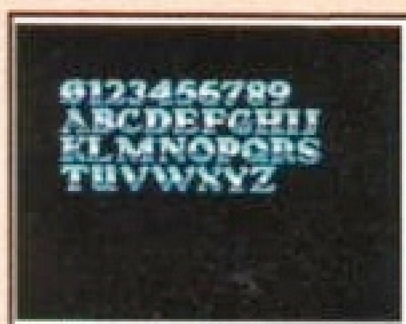
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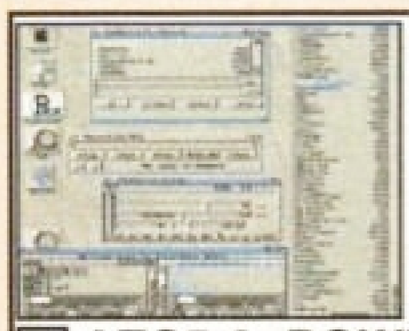
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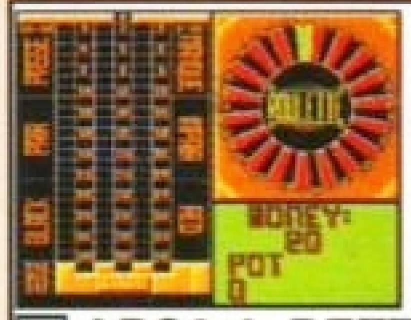
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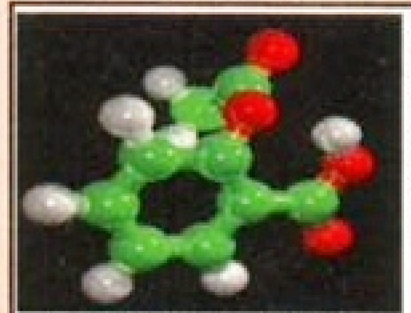
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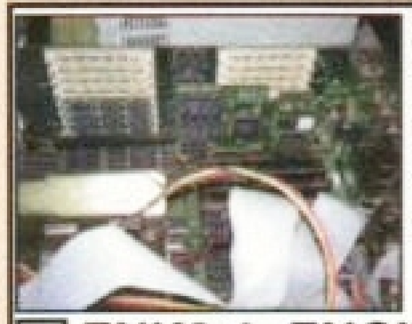
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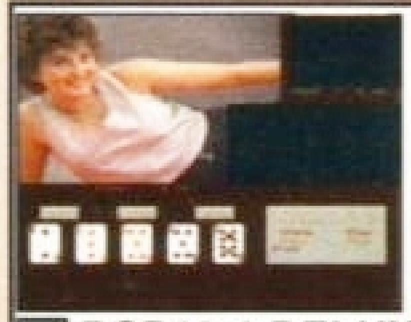
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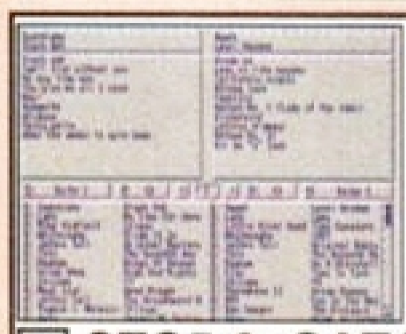
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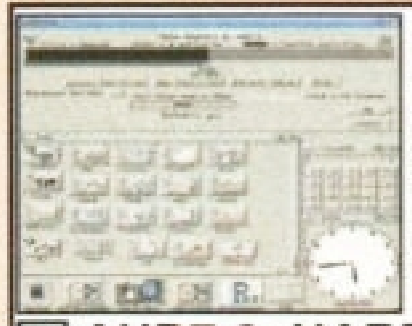
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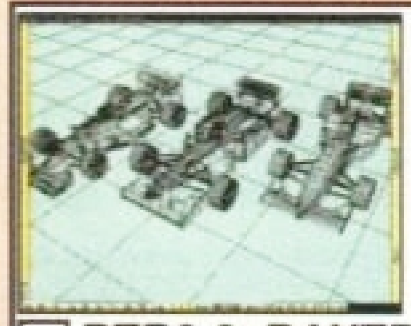
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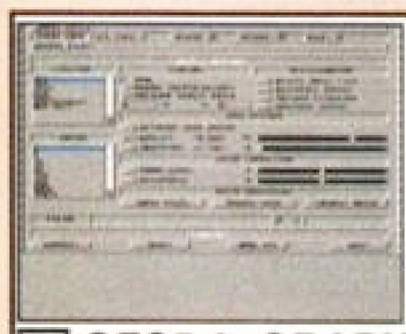
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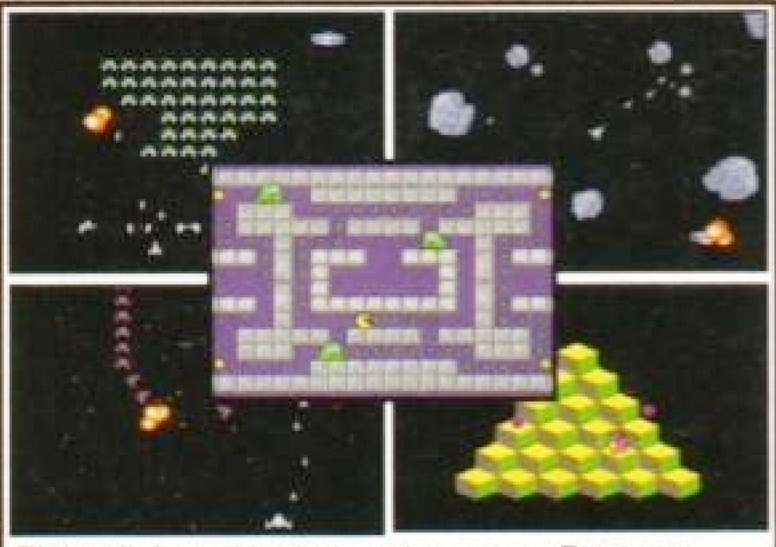
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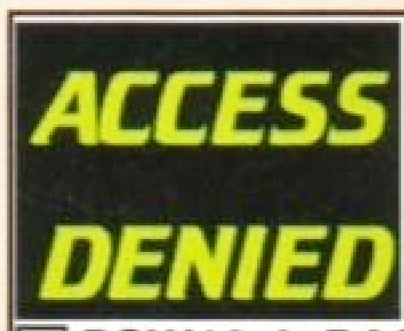
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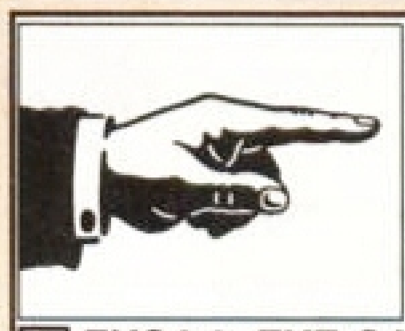
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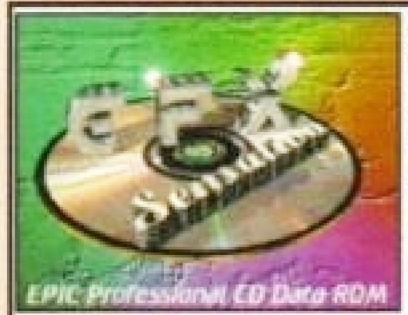
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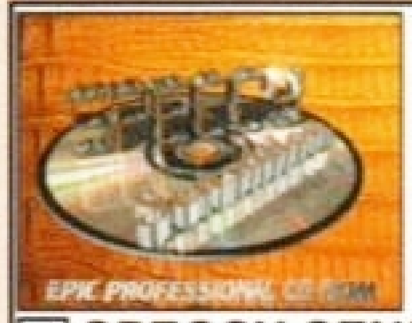
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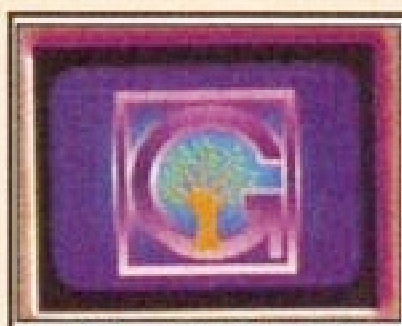
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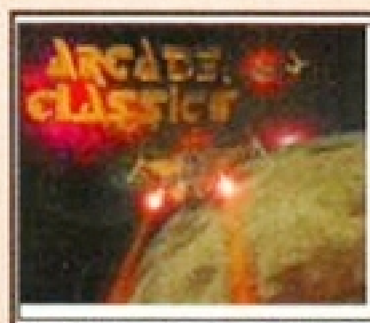
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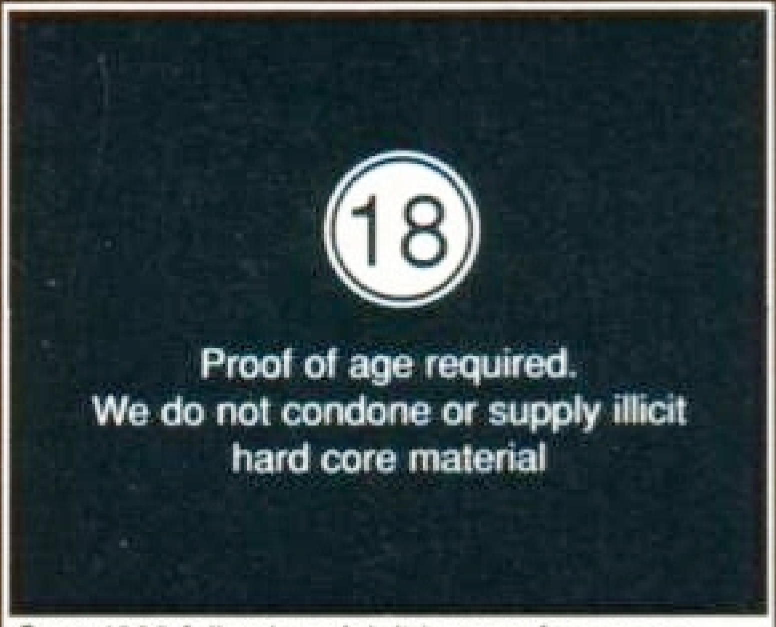
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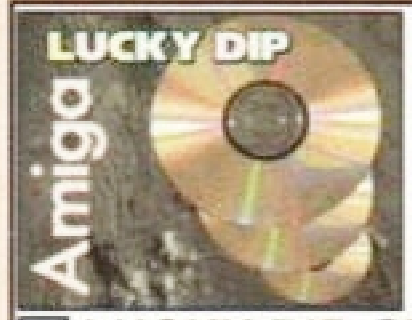
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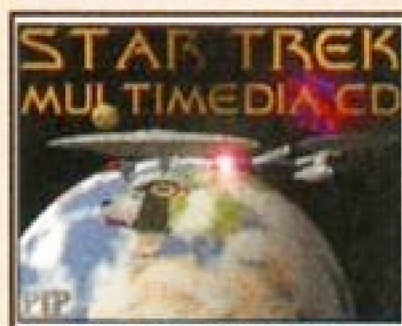
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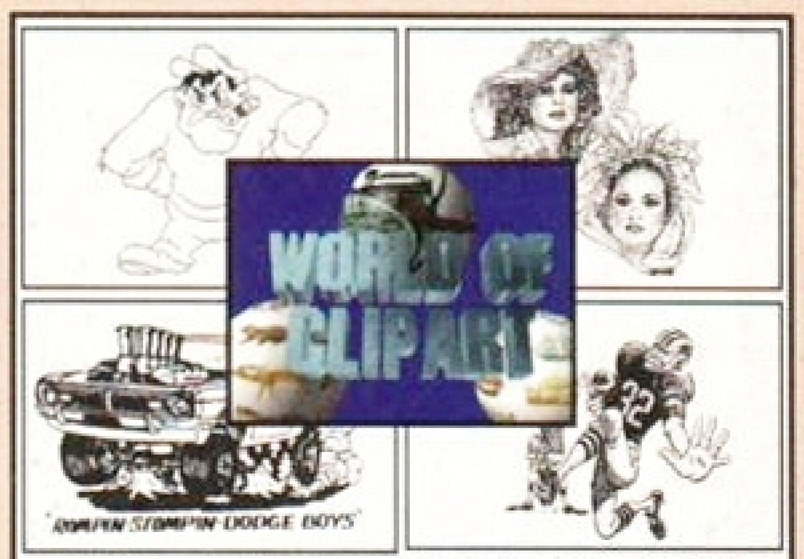
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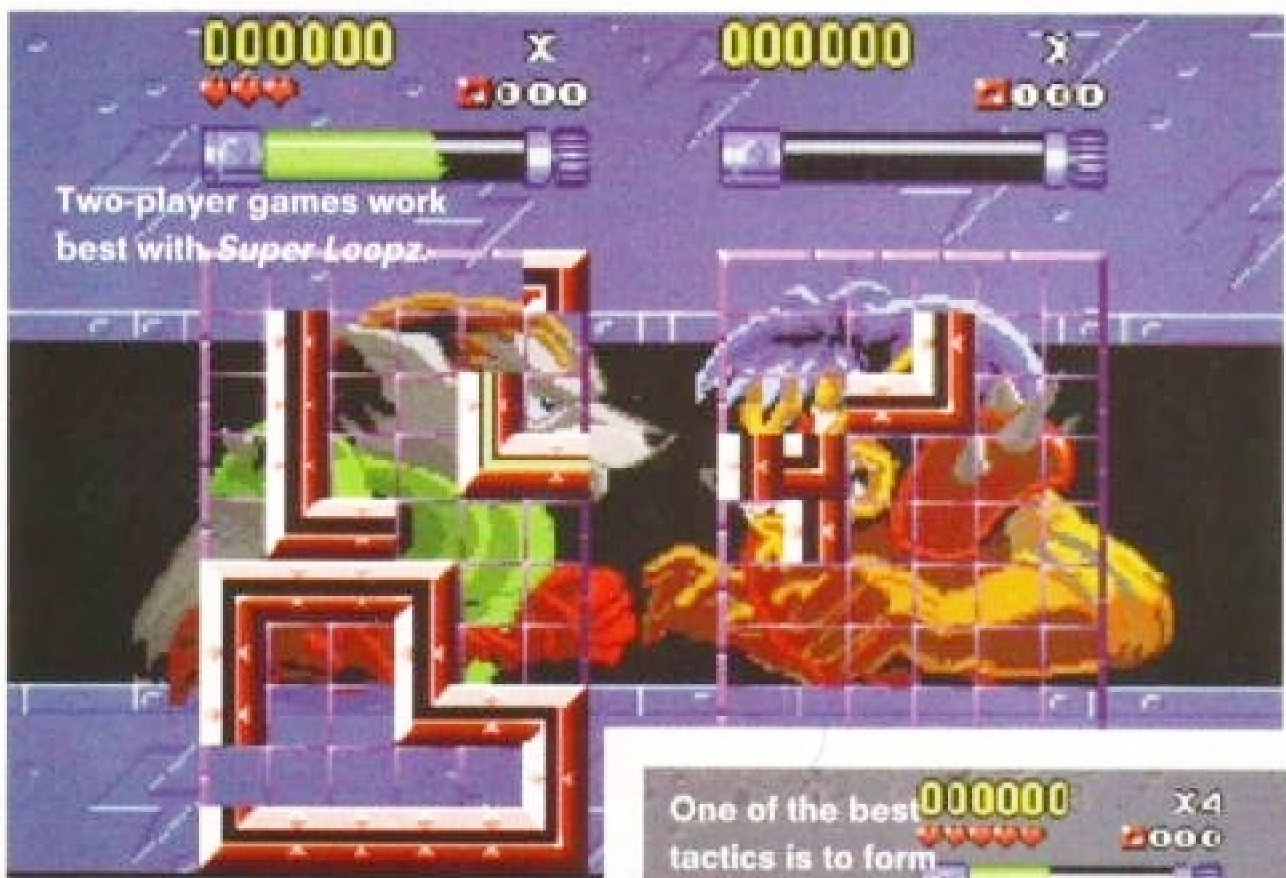
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Can Audiogenic's new puzzler rival the classic *Tetris*? Or will it just drive Steve McGill loopy. Plus, why he wasn't too impressed with Base 2's offering.

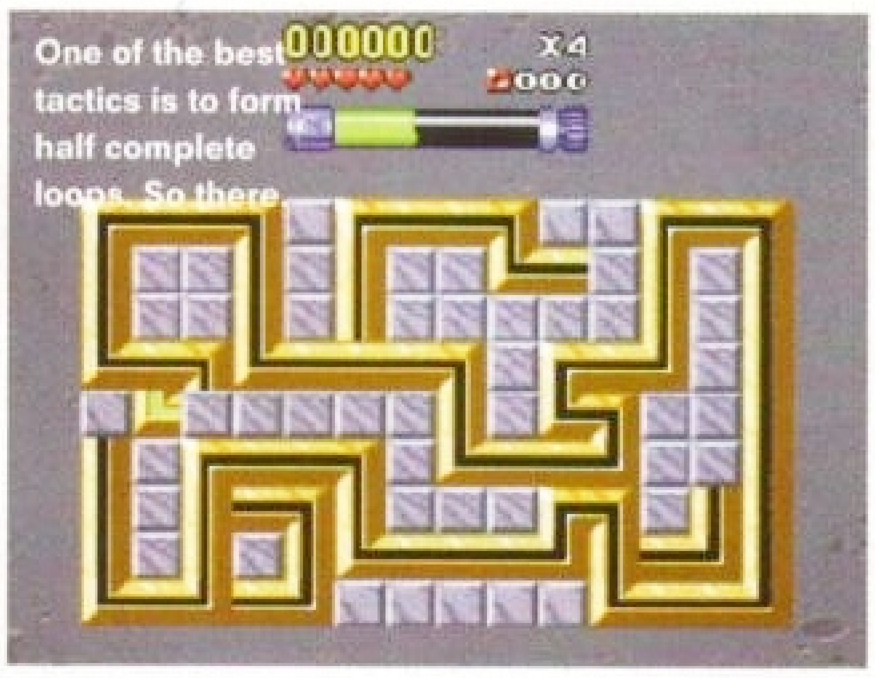
Super Loopz



Two-player games work best with *Super Loopz*.



The bigger the loop you build, the more monkeys appear to cheer you on.



One of the best tactics is to form half complete loops. So there.

SUPER LOOPZ

Publisher
Audiogenic 0181 424 2244

Price
£15

Versions
A1200, CD32

System requirements
2Mb

Release date
Out now

Graphics 7 out of 10
They're better than the original *Loopz*.

Sound 6 out of 10
As functional as the game's graphics.

Addiction 5 out of 10
Not at all addictive. Very much take it or leave it.

Playability 5 out of 10
Could have been much better in this department.

Overall verdict
Could have improved on both *Tetris* and *Pipemania*. Unfortunately, it didn't.

60%

There are loads of Amiga games out there that deserve to be revised, updated, repackaged and re-released. A significant improvement of old mistakes if you like.

Audiogenic have attempted just that with *Super Loopz*, a latter-day revision of *Loopz*. Hailed as a cross between *Pipemania* and *Tetris*, it somehow manages a negative gestalt in that it equals less than the sum of its parts. In other words, it isn't as good as either *Tetris* or *Pipemania*.

But it can still be fun in a limited way. The basic idea is sound. You have to form loops out of several kinds of basic shape. The bigger the loop you make, the more points you score. Aside from some vaguely intriguing asides, that's it.

There are four game types – Standard, Arcade, Puzzle and Challenge – it's much more fun to indulge in the two-player versions of the game. But the same criticism keeps cropping up. When the board starts filling up, sometimes there's nowhere to put your shape and you've got to wait until your time limit for each move runs out and you lose a life. There's no guarantee that the next piece to fall is going to fit either.

Admittedly, there are pieces that can be used to clear up any incomplete loops. But because of the indiscriminate nature of their release and the fact that they have to be used, they're often a curse rather than a blessing.

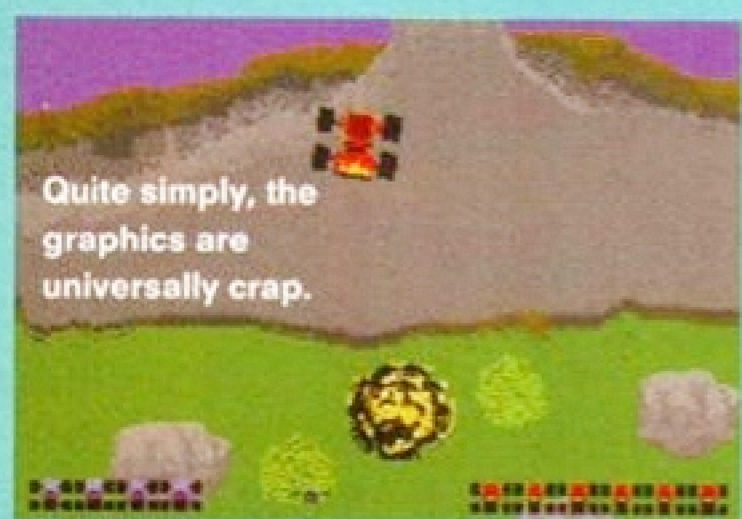
I AM 10

10 YEARS OF THE AMIGA

Celebrities Debbie Harry (of *Blondie* fame) and Andy Warhol were present at the launch of the Amiga 1000 in 1985.

BATTLE TRUCKS

Publisher: Base 2, Home Farm Cottage, Everingham, York YO4 4JD ■ Price: £9.80 ■ Versions: Any Amiga ■ System requirements: 1Mb ■ Release: Out now



Quite simply, the graphics are universally crap.



Blue pads form the incentive to play the game.

Battle Trucks **is a race game where you're put in control of a truck with the intent of racing against a like opponent, either human or computer. The aim being to race between two blue pads over various terrain and out-drive or blow up your adversary so that they have no more credits left. The main problem with the game lies in its implementation and control system.**

Imagine a version of *Micro Machines* with cars that are too big, travel too quickly, and are too difficult to control, then you've just about mastered the idea.

Even with intense practice the trucks can't be mastered. This invariably leads to frustration and intense dissatisfaction with the whole experience. More objective game testing needed on this one, methinks.

18%



James Leach buckles his swashes, holds his head up and says: 'I am a software pirate!' But only in this game, mind. Not in real life.



High Seas Trader

HIGH SEAS TRADER

Publisher
Daze Marketing
0171-372 7435

Price
£34.99

Versions
A1200/A4000

System requirements
A1200/A4000

Release date
Out now

Graphics 7 out of 10
A nice idea, and better than a permanent map-view.

Sound 6 out of 10
Not a great deal to hear, apart from the occasional cannon-blast.

Addiction 6 out of 10
Not exciting enough to keep you rivetted.

Playability 7 out of 10
Certainly not difficult to master, and not as slow as the real thing, either.

Overall verdict
A neat-looking, original game which eventually runs aground on the Rocks Of Sameness, while drifting aimlessly around the Bay Of Nice-But-Flawed.

68%

This game is a great idea. Just think about it. All the elements of a classic strategic sim are here – exploration, trading, battles plus adventure. And all done from a first-person point of view. So how can it possibly fail?

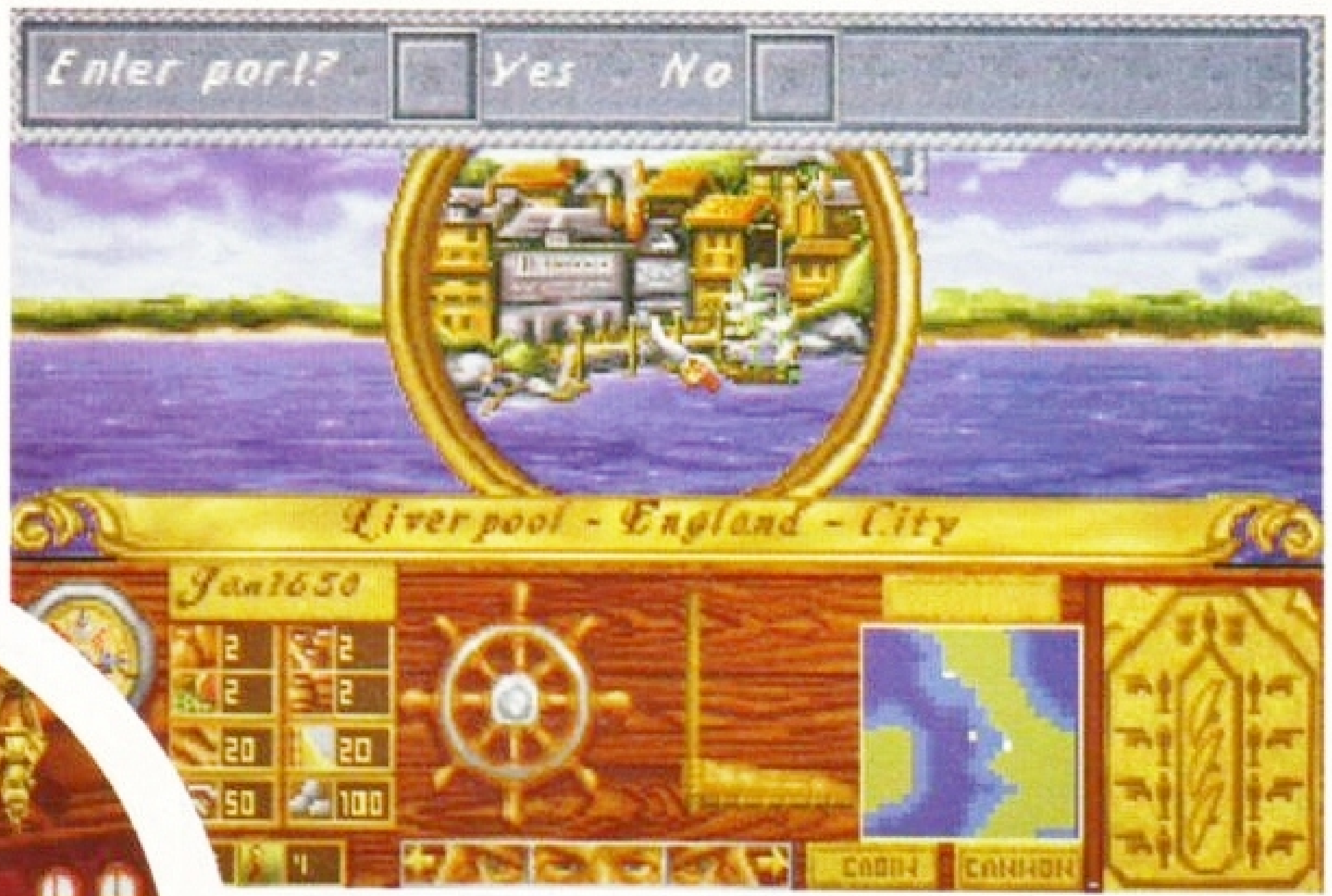
Well, let's have another look at those elements, shall we? Firstly the exploration. This, initially, is done well. There are several sorts of port graphic to visit, so Liverpool doesn't look like Lisbon, which doesn't look like Guadelope. But each port has the same elements, generally. There's the tavern (for recruitment and news), the bank (dosh, obviously), the market and the dock. So once you've seen a few ports, you've seen them all. Then they tend to be places to buy rations, cheap things to sell expensively somewhere else, and to get soldiers and sailors to replace those killed en route.

The trading is pretty simplistic. In each tavern you can find out what's worth carrying, and the only real decision to make is which routes to ply.

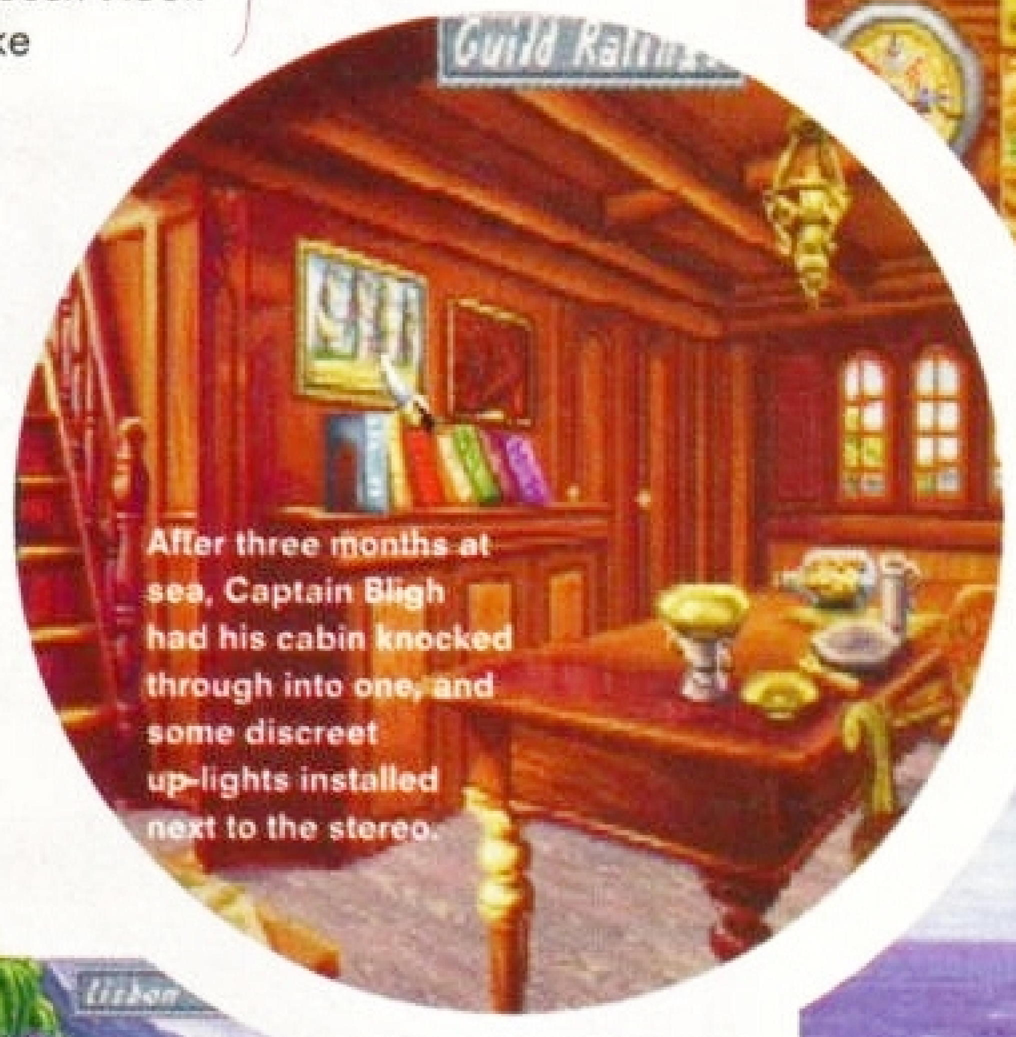
Once you have found a lucrative, safe route, keep at it until you've got enough cash to buy another ship, with bigger cannons and more cargo space. It's hard to see how you can make trading in a game like this more interesting. Perhaps if they carried plutonium in rusty barrels. Or under-sedated wild animals…

The battles are something of a disappointment. Selecting auto-combat is a wise move if you're left cold by this (and you've got a ship that can take care of itself), but it's touted as an important part of the game and as such could have been done with more excitement and panache.

As it is, you generally just turn to bring your side-mounted cannons to bear on the foe, and blast away until he's sunk. Or until he sinks you. Boarding is altogether much more fun, though, and you get the chance to grab some booty, too.



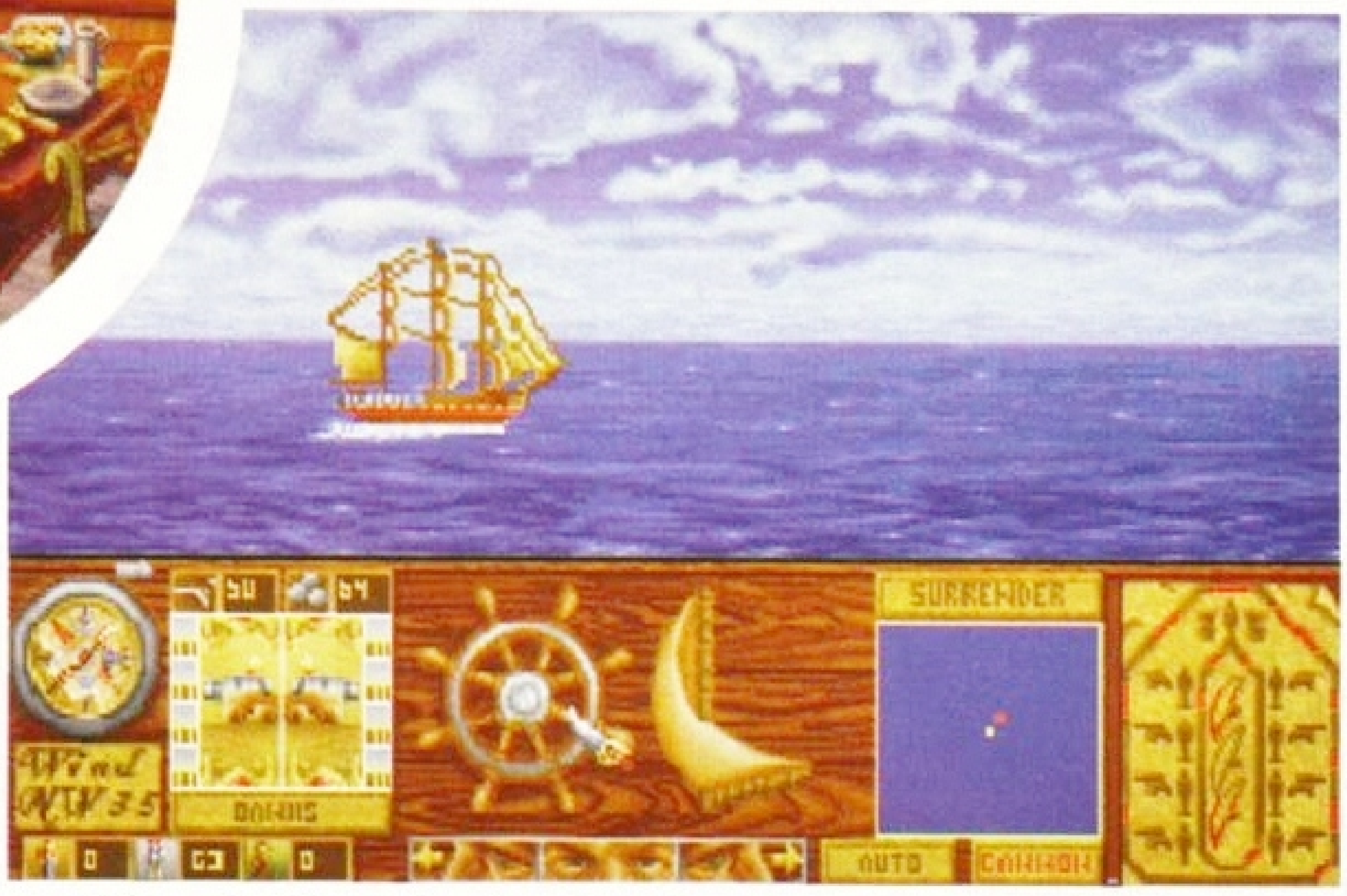
He scanned the horizon using his telescope and a renaissance hand scanner Sir Thomas More had just invented.



After three months at sea, Captain Bligh had his cabin knocked through into one, and some discreet up-lights installed next to the stereo.



Three hundred barrels of Guinness, please. What? This is Lisbon? I thought it was Lisburn!'

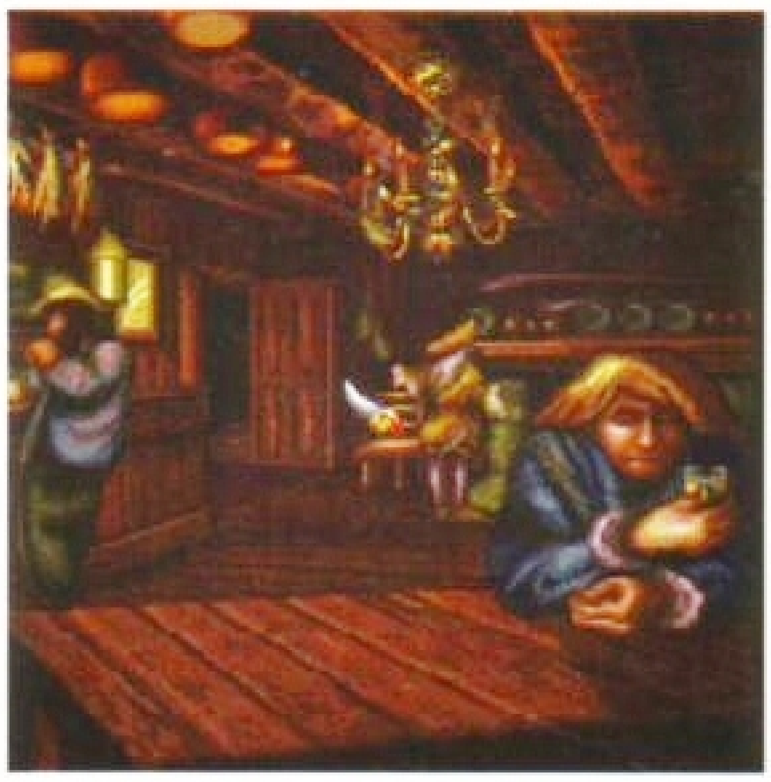


Captain Pugwash off the port bow. Open fire on him and any other ancient kiddy programmes we chance upon in the open sea.

I AM 10

10 YEARS OF THE AMIGA

The last time *Amiga Format* produced a Top 20 Games Ever was back in the first *Amiga Format Special, The Complete Software Guide* published in 1992. The top five read thus: 1. Formula One Grand Prix; 2. Speedball 2; 3. The Secret Of Monkey Island 2; 4. Populous 2; 5. Rainbow Islands.



The next person to put Rod Stewart's *We Are Sailing* on the jukebox gets a lick of the cat.



Two tons of your finest weevils, surrounded by morsels of soggy biscuit, please. And some Dextrose tablets, if you have any.



As you progress, so do your men. Keep them happy, keep them fed and keep them out of your sight. Bligh got it right.

Adventure is perhaps the crucial element lacking in *High Seas Trader*. Sea monsters and serial mutinies would be asking too much, but the way the long ship-board weeks are handled is a bit too simple. Suddenly you find yourself in the Caribbean, and the selection of ports is much the same as in Europe. Sail around a bit and come home when you've got gear to flog in London or Liverpool.

It really is as easy as that, assuming you stay out of serious trouble (or click the on auto-combat button when you get into a skirmish).

High Seas Trader is a brave attempt, and contains much of what it needs to be a good game. But there's something lifeless about it and the fact that it uses the 3D-ish first-person view doesn't add the exotic spice it should. In fact, not even the exotic spices add the exotic spice.

So, we've got a game which is fun for a bit, but ultimately as flat as they thought the world was back then. AF

Stephen Bradley goes all gooey over the bloody excellent *Cannon Fodder* and then oozes enthusiasm for the graphically gorgeous *Indiana Jones.*

Re-Releases



CANNON FODDER: A very violent, but extremely enjoyable game involving wandering around the place killing everyone in sight before they can kill you. Not one for the faint of heart.





CANNON FODDER

Hit Squad 0161 832 6633 ■ £TBA
■ Reviewed *AF54* 95%

A budget outing, some 16 months after its initial release for the wonderful *Cannon Fodder*, Sensible's follow-up to their seminal soccer game. It doesn't really require any introduction, what with it being one of the best-selling and most popular games ever. You should already know what it's about and if you don't then... then... then... er, just then.

The little men look the same as they do when playing football, only now they're sporting battle dress and machine guns. They can wade streams, chuck bombs, drive tanks (and skidoos) and fly helicopters. They can hide behind trees, sneak along the side of buildings and emerge from a copse before engaging the enemy in some positively make-my-day, stand-your-ground bullet swapping action.

The difficulty curve is manageable, although I admit to no-one that I can't get past level eight (damn), the missions varied and disappointingly, it's superior to its successor, the *Fodster 2*. Sensible Software do it right and now they're abandoning the Amiga, there must be a canny little softie out there who could take a detailed 'look' at their games, slip into their



shoes and sell masses of games in the process. Cynical? Yes, of course, but the Amiga both requires and deserves such quality.

By God, the game is almost perfect. All it needs is a two-player mode or a link option and Wall Street would come to a standstill. If you haven't got this game then, ahem, fiddlesticks.

I AM 10

10 YEARS OF THE AMIGA

The highest-scoring game in the first ever issue of *AF* (August 1989) was *The New Zealand Story* (94%) and the bottom-rated game was *Classic Invaders* (9%).

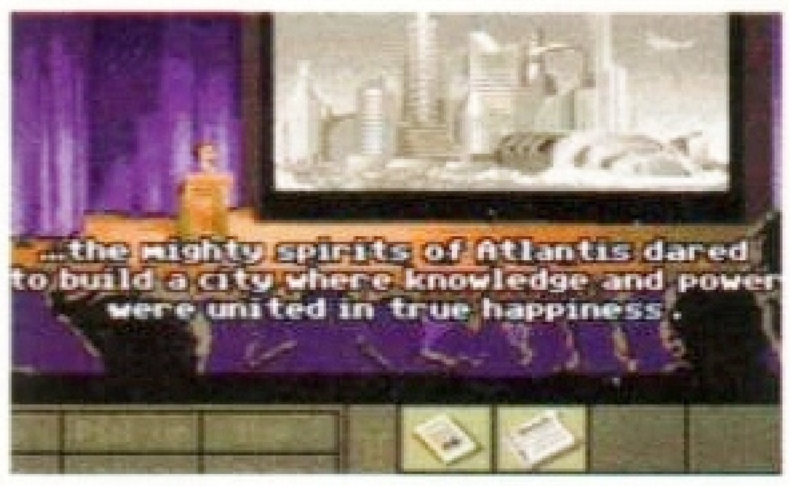
INDIANA JONES AND THE FATE OF ATLANTIS

Kixx XL 0121 625 3311 ■ £16.99
■ Reviewed *AF43* 92%

When is a film licence not a film licence? When it's the name of a film that could have been made but wasn't, and when you make up the plot specifically for a computer game. That's *Indiana Jones And The Fate Of Atlantis*. Although this is a re-release, it's refreshing to potter through once again simply because of the paucity of graphic adventures in these troubled times.

LucasArts are past masters, past unfortunately, being the operative word. The game works on similar lines to the *Monkey Islands* though it's rather more linear than the Chimpmeister – the puzzles have to be solved in order, here. But no matter, for there are three paths to follow, each with different actions and characters but each with the same ultimate goal. They are thus: Team, Wits and Fists.

The graphics are a picture, the tale telling and the puzzles constructed with granite. And cripes, it's even funny in parts as well as offering the odd passage of arcade action, including guiding a balloon across the desert. *IJATFOA* is a Helping Hand favourite, too. Not a month goes by without a barrage of letters begging for help to find the big bear in the cave. An imaginative, considered game sounds a reasonable conclusion. Yes.







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First there was *Diggers*, then came *Extractors*, but before both of them there was Steve McGill and the CD32. Here's what happened next...



Extractors CD32

Extractors is the follow-up to *Diggers* – the first game to appear exclusively on the CD32. An amalgamation of several game genres and ideas, it drew upon the resourcefulness, patience, and tactical planning of the gamer.

The player had to choose from four types of Diggers, each with their own peculiar strengths and weaknesses, with the aim of mining as many jewels and precious stones as possible from underneath the planet Zarg. The main drawbacks of *Diggers* were the awkward control system, the quirky artificial intelligence and the ability to lose against the computer opponent without any warning.

On the plus side, the game taxed the ingenuity, leaving an open-ended approach to completion. Many found that, despite this flexibility, *Diggers* was a slog rather than enjoyable.

This time, the structure of the game hinges on a specific goal. There are 30 planets to be visited and mined, the aim being that you blow up the planet's reactor and mine enough fuel to get your spacecraft to the next planet.

Due to the nature of the mining, the structure of the networks already in place, the traversing and exploration and the increasing difficulty levels, there are plenty of elements to get your teeth into. But it feels too much like work rather than fun. Take the three race types and the artificial intelligence tagged on to them. Much like *Diggers*, they can get bored with mining and wander off. If they do, they can fall down mine shafts, drown or get killed.

It begs the question, why, if the creatures are intelligent enough to get bored, are they too stupid to stop themselves getting killed?

Despite the fact that *Extractors* is a well-planned game, and that it's open ended enough for some truly ingenious solutions, it just doesn't grab you.

Oh, and as an afterthought, *Extractors* could have been made much more fun if there was a serial link. *Extractors 2* perhaps?



***Diggers*, and *Extractors* are both CD32 specific titles which has led to a fair amount of excitement, but ultimately there is nothing special about them.**

I AM 10

10 YEARS OF THE AMIGA

The first ever Amiga game was *MindWalker*, a curious 3D platform affair in which you played a wizard who zapped adversaries with lightning bolts.

Extractors CD32

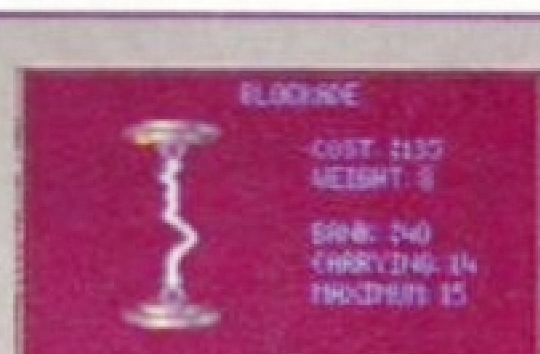
Publisher	
Millenium 0181 988 8888	
Price	
£29.99	
Versions	
CD32	
Release date	
Out Now	
Graphics	7 out of 10
Small men mope around on an ambiguous background.	
Sound	6 out of 10
Not a great deal of anything that could be considered outstanding.	
Addiction	7 out of 10
Can be addictive if you take the right approach.	
Playability	6 out of 10
Control system could be more helpful.	
Overall verdict	
An improvement on *Diggers* but *Extractors* still doesn't go far enough to be truly enjoyable.	

70%

There are plenty of elements to tax you, but it feels like hard work rather than fun.

DIGGING THE DIRT

Part of the ingenuity of *Extractors* lies in finding the proper way to traverse the various obstacles and puzzles that lie in your path. To help you in this quest, various pieces of equipment are needed. Take a look, cos here are all the goodies that you can make use of.












Four years after it first appeared, Steve Bradley solemnly assesses the impact of the CD32 version of this ageing arcade classic.

Speedball 2 CD32

SPEEDBALL 2 CD32

Publisher
Renegade 0171 391 4318

Price
£14.99

Versions
CD32

Release date
Out now

Graphics 7 out of 10
Generally more colourful than the old version.

Sound 7 out of 10
Exactly like it should be, which is a good thing.

Addiction 9 out of 10
Incredibly so. We play for days without even a pastie.

Playability 9 out of 10
Eeh, after all these years, it's still grand. Smashing.

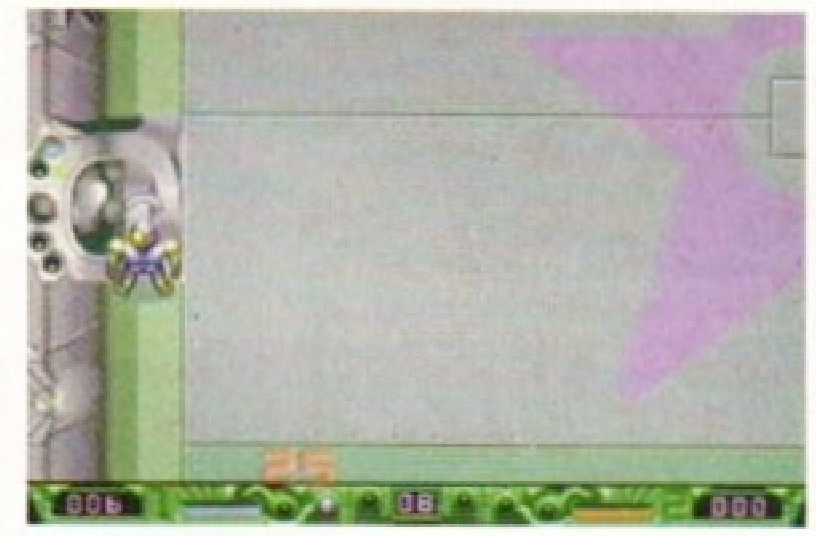
Overall verdict
If you have a CD32, you should definitely have *Speedball 2*. It's as simple as that.

91%





Speedball 2 isn't just an orgy of violence, but is packed with features such as the five stars on the side walls. Light all of them, and it's a bonkers bonus bonanza.



And here's another way of scoring – roll the ball up the little ramp for extra points.



Smacking the goalie provides an excellent distraction, then you can walk the ball in.

First things first. *Speedball 2* is one of the Amiga's most highly regarded games. Not once, in all my born days has anyone admonished it. Not once, has anyone dared deny that it truly is a Sport Of Kings, nay, of Gods. If *Empire Soccer* was played in metal outfits, indoors, it would be *Speedball 2*. If James Caan and all his chums played Rollerball on computers, it would be *Speedball 2*, only with no roller skates. The fuss. What is it all about? And how come, when I'm games ed (and therefore, supposed to be good), has Nick Veitch just pasted me 177-30? Read on.

Hard and fast

Speedball 2 first reared its metallic head way back in the Spring of 1991 – yes, this game is four years old – and it recorded a whopping 94 per cent from *AF's* fawning correspondent. Spot on, good fellow, for this remains one of the finest two-player games on the park, or parek, as Kenny Dalglish might call it.

At its simplest, *Speedball 2* is a ball running, throwing and passing exercise. You aim to score goals as you would in, say, *Sensible Soccer*, but here, there are extra ways to put one over on your opponent. There are five stars on each side wall which, if smacked with ball, proffer points (an added bonus if you light all within the period), ramps on either side of the half-way line multiply your score if successfully ridden and an electrobounce feature charges the ball, rendering opponents imminently 'tackleable' if they attempt to pick up the ball.

Violence plays an integral role, as it should in a futuristic, pugnacious sports game. Bashing your opponents aside is an essential skill, but because the game is so beautifully written, *Speedball 2* is subtle in equal parts. One can turn on a sixpence, throw the opposition a dummy, pass square, jink between the central defenders and calmly palm goalward. Equally, one can smack a fellow to the floor, gain possession of the metallic sphere, chuck it half the length of the field to a team mate and batter through 'keeps'.

At this juncture, I can proudly announce that I'm almost as good as editor Veitch. By the final paragraph I



Spending a few credits on the rather fetching speed boots let you run like the wind, but you can also boost other parts of the body if you've got the cash.



Punch the air in celebration and triumph as the goals go in. And then why not punch your pal as well, if you're playing in a two-player game?

fully expect superiority to be within the breadth of a thinning hair.

Winning matches allows you to strengthen the team – you can pay for stronger shoulders and faster legs and stuff, and there are cups and leagues to play in. You can even choose to manage a team and take a backseat as the fun unfolds. But you'd be foolish to do so. The real satisfaction is to be found in the thick of it.

My only gripe is that your defenders are rather too close to the goalkeeper and when control flashes between the defence and the goalie, you're often thrown completely leaving the goal totally exposed. But *Speedball 2* is a metallic ball and an essential a CD^{32} purchase as *Guardian*.

I AM 10

10 YEARS OF THE AMIGA

Where are they now? Ex-*Amiga Format* gamesters include Trenton Webb, Maff Evans, Neil Jackson, Andy (Nutts) Nuttall and Rob Mead. Trenton now works for softies Binary Asylum who recently released the most excellent *Zeewolf*, Maff writes for *Amiga Format*'s sister magazine *Future Music*, Neil's jolly big up at Argonaut Software while Nutts edits *The One Amiga*. And Rob... well Rob writes for a caravan magazine. Blimey.

89%



The best beat-em-up on the CD^{32}, *Shadow Fighter* features the mighty, evil puppet Pupazz, undoubtedly the finest game character creation for years.

SHADOW FIGHTER CD^{32}

■ Gremlin 01142 753423 ■ £29.99 ■ Out now

Shadow Fighter arrived with little fanfare. A few disks, a manual and a PR promise that this Italian-coded affair would be the best beat-em-up the Amiga had yet seen. And we were pleasantly surprised, for *Shadow Fighter*, with its glorious cartoon sprites, vast array of special moves and plethora of characters *is* one of the finest. The training mode features a demonic little puppet called Pupazz, easily the most evil protagonist the Amiga has seen. He stands in the corner and grins before unleashing a chainsaw from his stomach. Wonderful. The characters each have their intricacies and many of the manoeuvres are amusing. *Shadow Fighter* is up there with the best of the console beat-em-ups. Purchase it, why not.

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Pinball Illusions CD32

When we first reviewed the A1200 version of *Pinball Illusions* way back in December '94 (88%), the CD³² interpretation was thought to be but minutes away. No sir, for although we thought the A1200 incarnation was 'finished', 21st Century decided that they would 'tweak' it and some weeks later, it appeared on the shelves. And months later, the CD³² cheerily turns up. So, worth the wait, then?

Three tables (*Pinball Fantasies*, 21st Century's previous pinball game had four): Babehunt, Law 'n' Justice and Extreme Sports, all featuring multiball – that's when you get two or more balls at any one time, don't you know.



You can't turn off the music. You can't turn off the music. It won't go off. It's on all the time.

So *Illusions* is *Fantasies* with one less table and more balls, then? Well yes, and no. The tables, as one would hope, are more sophisticated than their *Fantasies* counterparts – you get to shoot criminals, chat up babes and bungee jump, all in the comfort of your own home. Yes, *Illusions* certainly is fabulously slick.

21st Century have added a hi-res mode so when the multiball kicks in you can see all the balls bouncing around all over the table and flip accordingly, which is a little disconcerting at first. But truth be told, *Illusions* is more of the same as *Fantasies*, only slightly better. It's a fine game nonetheless, but why is there no option to turn off the music on this CD³² version? After 10 minutes of the Extreme Sports table, I was on the end of a headache.

Pinball Illusions is the best Amiga CD³² pinball game yet, but one wonders where you go from here. If you already have *Pinball Fantasies*, it's worth noting its release rather than paying £30 for a new game. You're really spending your money on three new tables and some extra balls. The choice, as they say, is entirely yours.

Steve Bradley



Whether the warden will throw a party remains to be seen, but the pinball is awfully good.

PINBALL ILLUSIONS CD³²

Publisher
21st Century Entertainment
12235 851852

Price
£29.99

Versions
CD³²

Release date
Out now

88%

I AM 10

10 YEARS OF THE AMIGA

What is the biggest-selling computer game ever? *Sensible Soccer*, in its various Amiga guises has sold 250,000 copies. A quarter of a million. That's a lot. And it's on ST, PC, SNES, Game Boy, Mega Drive and Atari Jaguar and you can bet your bottom pound that we'll see it on Sony's PlayStation, Sega's Saturn and the Amiga's Jupiter SX1 CD console.

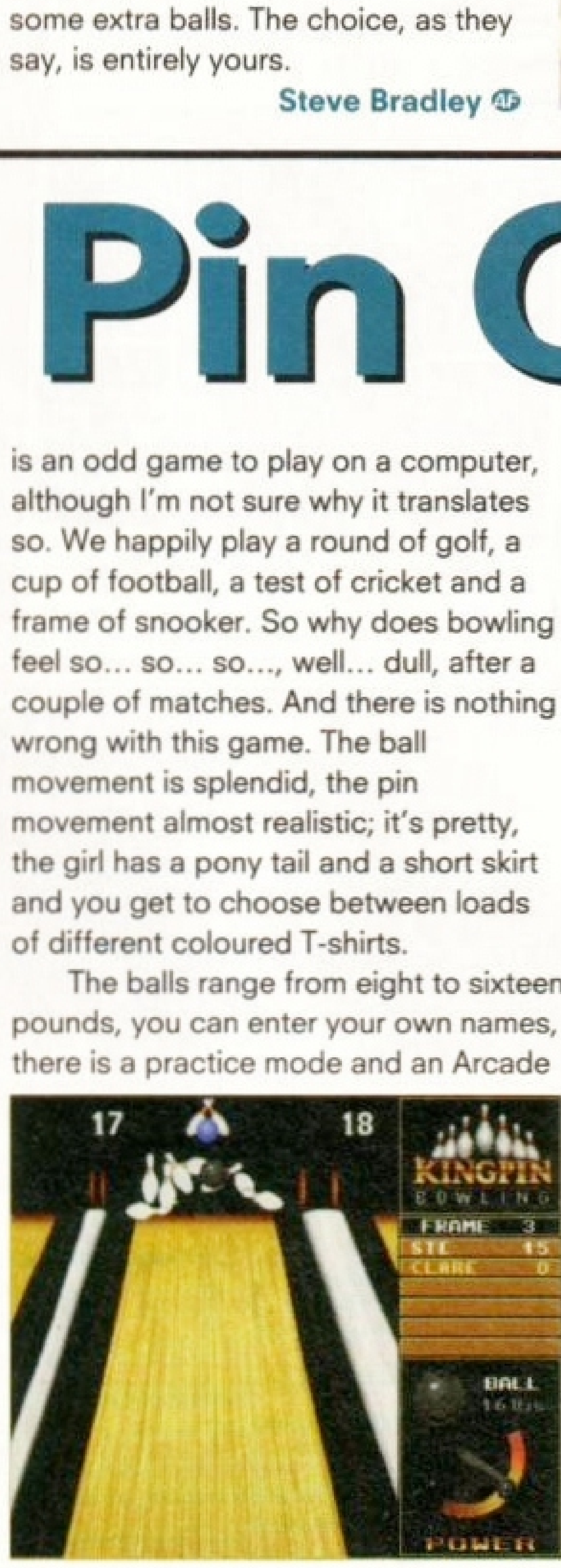
King Pin CD32

Arcade Sports Bowling is the name and 10-pin bowling is the game, rattled the correspondent with poetic aplomb. Or so he thought. Indoor bowls is an odd game to play on a computer, although I'm not sure why it translates so. We happily play a round of golf, a cup of football, a test of cricket and a frame of snooker. So why does bowling feel so... so... so..., well... dull, after a couple of matches. And there is nothing wrong with this game. The ball movement is splendid, the pin movement almost realistic; it's pretty, the girl has a pony tail and a short skirt and you get to choose between loads of different coloured T-shirts.



Oh the pony tail and bobby sox. The matching T-shirt. It's what bowling is all about. Splendid.

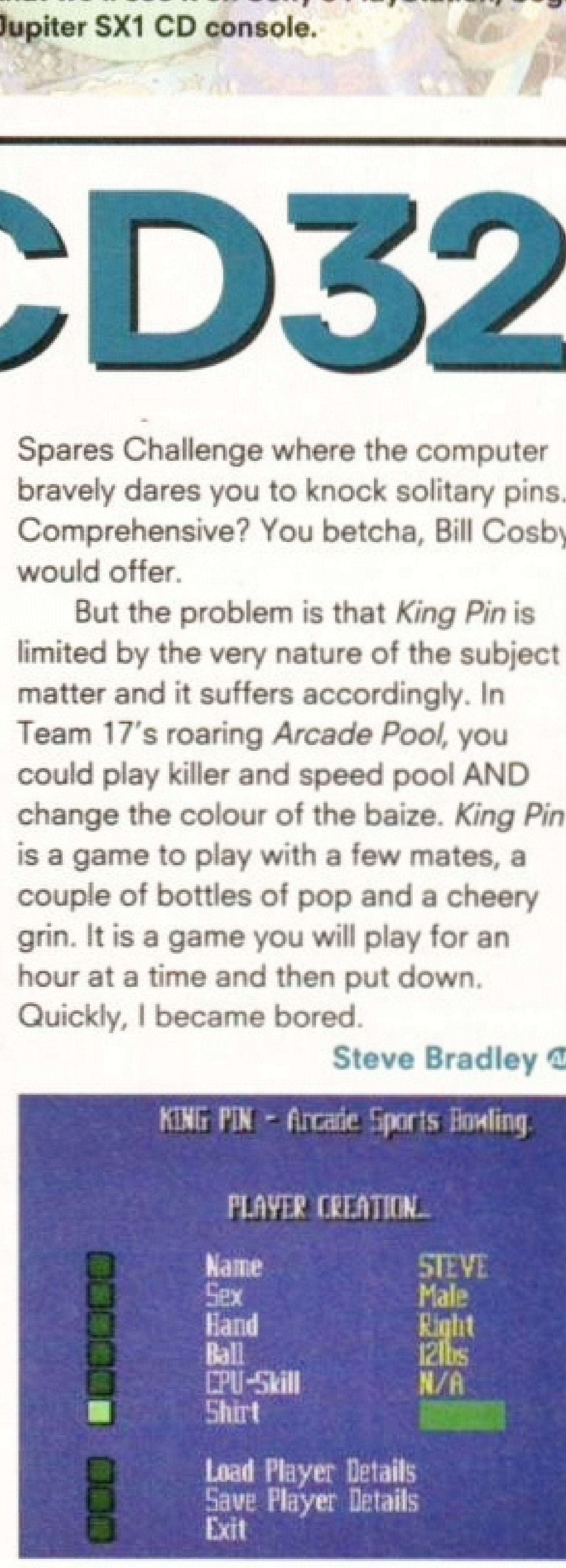
The balls range from eight to sixteen pounds, you can enter your own names, there is a practice mode and an Arcade Spares Challenge where the computer bravely dares you to knock solitary pins. Comprehensive? You betcha, Bill Cosby would offer.



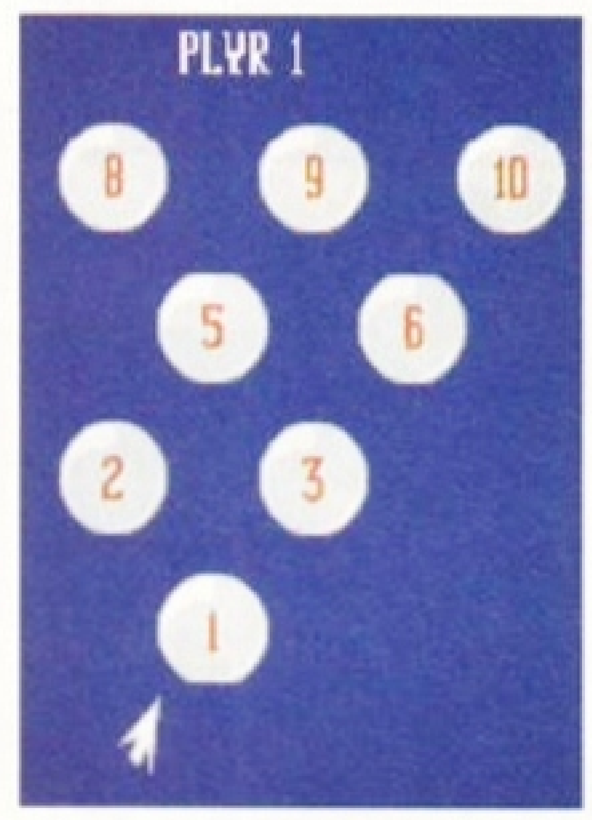
A fabulous screenshot, you'll agree. Eamonn McCabe would struggle to match its beauty.

But the problem is that *King Pin* is limited by the very nature of the subject matter and it suffers accordingly. In Team 17's roaring *Arcade Pool*, you could play killer and speed pool AND change the colour of the baize. *King Pin* is a game to play with a few mates, a couple of bottles of pop and a cheery grin. It is a game you will play for an hour at a time and then put down. Quickly, I became bored.

Steve Bradley



Create your own players. If you're male with long hair, you could choose to be female. Yes.



Considerate advice is offered to help topple the pins.

KING PIN CD³²

Publisher
Team 17 01924 201846

Price
£14.99

Versions
CD³²

Release date
Out now

67%


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SEND IT IN

If you have a hint, tip or cheat to share with other Amiga gamers, write to: Steve Bradley, GameBusters, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. Or better still, send it on disk.

Steve Bradley reveals the solution to our prime platform puzzler Coverdisk and offers a few words of managerial wisdom for *On The Ball.*

GameBusters

BUBBLE AND SQUEAK

Jonathan Duke of St Albans, Herts has sent us the following solution to the *AF70* Coverdisk demo.

Level One

Go right, kill the flying pig and collect the coin you get for killing it. Jump off the edge, carefully avoiding the snakes, then kill 'em. Go right and left, collecting the goodies, then get Squeak and bring him down.

Stand in front of the bubble gum machine and when Squeak starts flapping up and down, press down and fire a few times until some gum flies into Squeak's mouth. Now hop on his back and jump to the top of the level. Jump left and press down and fire to get off Squeak's back. Being careful not to let Squeak fall off the edge, get him to throw you up to the extra life.

Now go back right and then down on to the ledge by the shaft and kick Squeak across to the other side. Go back up and right, kill the flying pigs, stand in front of the machine and wait until the gems open the machine, releasing the bunny. Go back, join Squeak and take him to the exit pole.

Level Two

Kick Squeak around the level above you and then take him right and up to the top ledge. Kick him left, then jump up and zig-zag up the shaft and collect Squeak having killed the robots.

Take Squeak to the bottom and kick him right. Go to the top of the ledges and kill the spider to your right. Jump across and zig-zag up the shaft killing the spiders on the way. Collect Squeak, go back down, kill the two spiders, release the bunny and exit.

Level Three

Get the pots and throw them into the mud one by one to make stepping stones. Jump across and get Squeak to throw you to the ledge above.

Collect the spring and keep firing at the button on the wall until there is nobody left shooting at you from the pad. Go back down and kick Squeak across the mud. Make sure you still have the spring and hop over yourself. Drop the spring by the wall on your right and bounce, with Squeak, to the ledge above and right. Collect the spring in front of you and jump down and right. Throw the spring in the hole on the right and follow it with Squeak.

Put the spring on the ramp on the far right and bounce up to the ledge on the right. Jump down the shaft, ensuring Squeak is still with you. Jump to the top platform and go left across the mud, killing the snakes. Go down to the gum machine, activate it and jump on Squeak's back. Head to the top of the level, go left and kill the pigs. Continue left and release the bunny. Now exit.

I AM 10 — 10 YEARS OF THE AMIGA

The longest-ever *AF* GameBuster was *Flashback* which ran for six months. Those without the game became heartily sick of it. Sorry.



A platform puzzler of the finest order, *Bubble 'n' Squeak* is stupid fun.

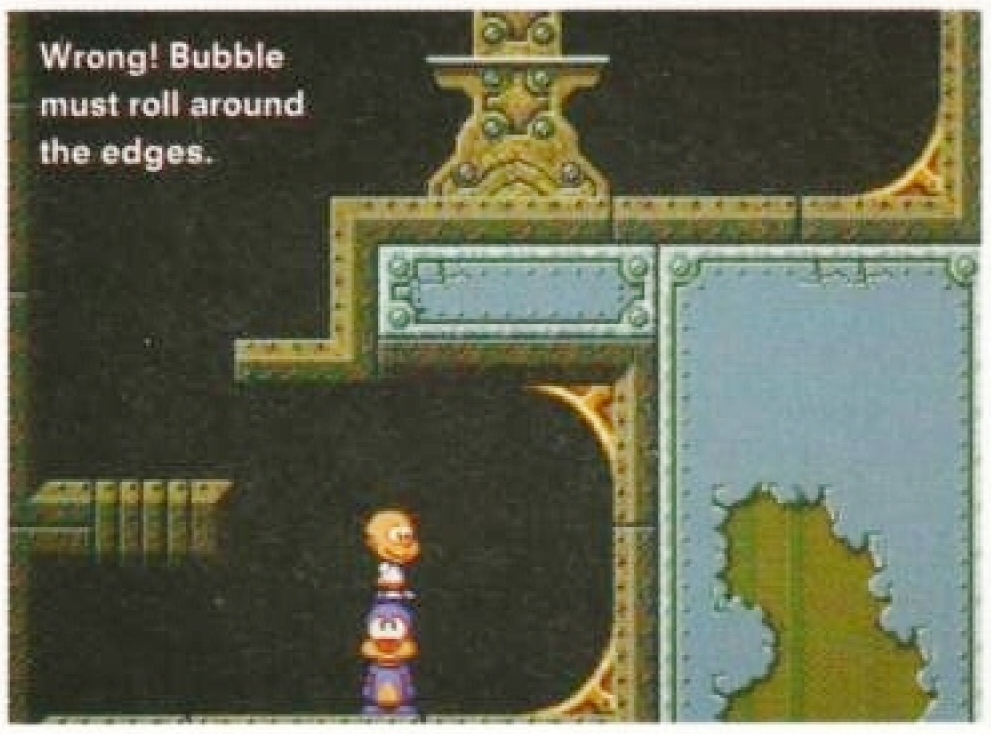
Level Four

Jump right and kill the four robots then collect the gems below you. Now fetch Squeak, take him to the far right edge of the level and jump to the top platform leaving Squeak at the bottom.

Activate the switch on the right to operate the lift then fall down the edge and take Squeak on to the lift and wait until the lift goes up again. When it's at the top, kick Squeak left and go back down. Collect the pot and jump on to the platform where the robots were.

Go underneath the ledge on the left and put the pot down. Jump on to the pot, then on to the ledge, kill the spider and collect the pot. Now take both pots and put one on top of the other to reach the next ledge. Kill the spider, collect the pot and do the same again to collect the last pot. Take all four pots one at a time up to the top and put them in a pile to the left of the ledge with the exit pole on. Go left, collect Squeak and jump up the pots to the exit. Finito.

Continued overleaf ➡



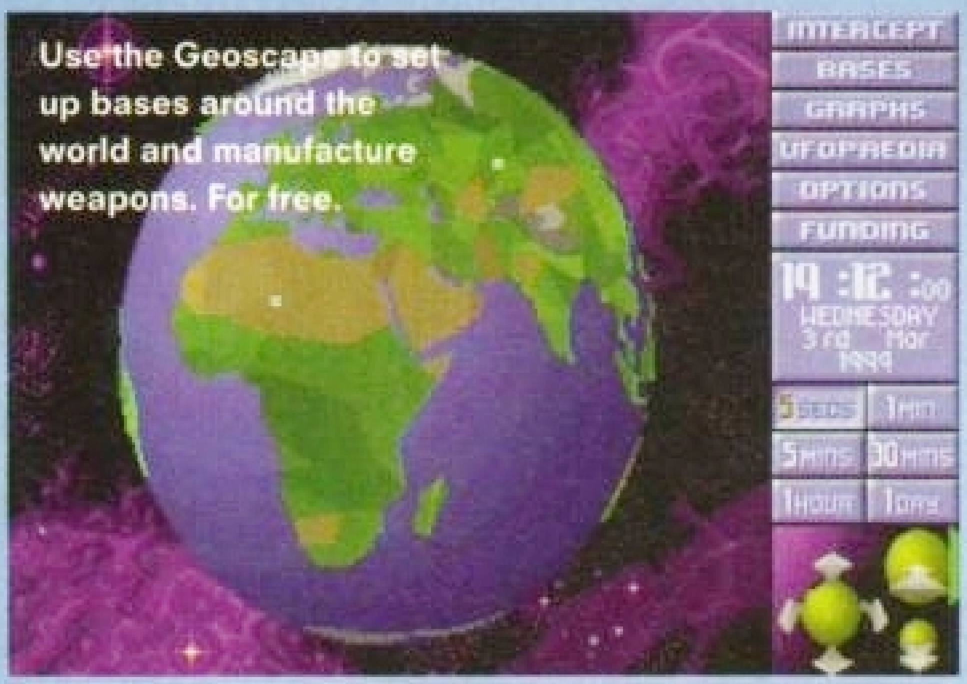
Wrong! Bubble must roll around the edges.



Throw the jugs on to the choccy milk and run.



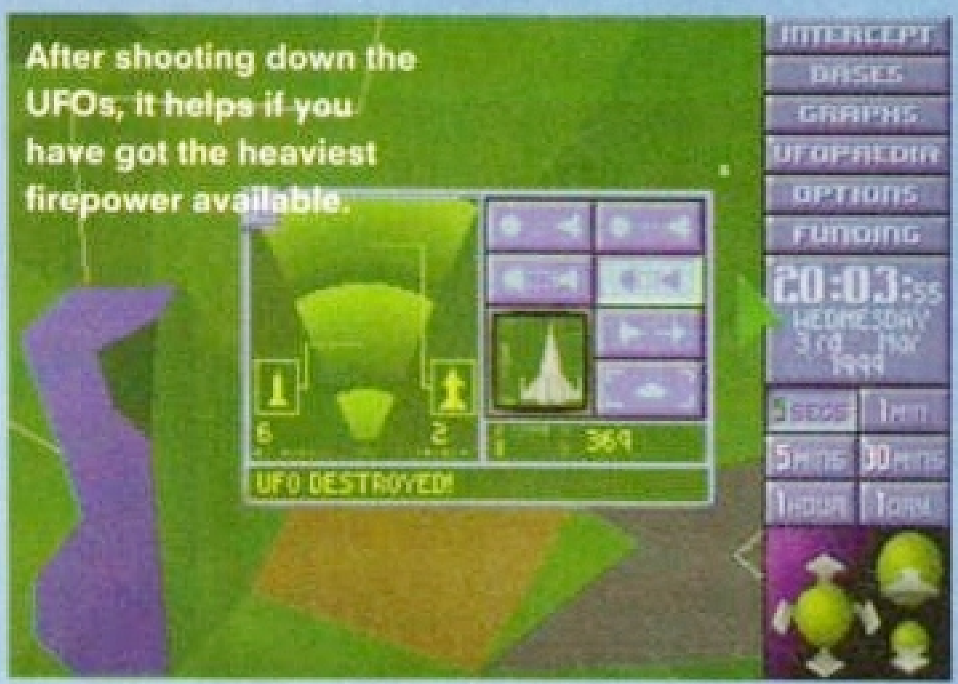
"Bubble, did you know you were losing your hair?"



Use the Geoscape to set up bases around the world and manufacture weapons. For free.



Research for Laser Rifles and Tanks using the cheat. It'll make things much easier.



After shooting down the UFOs, it helps if you have got the heaviest firepower available.

UFO: ENEMY UNKNOWN

***AF65*, 90% ■ Microprose ■ 01454 326532**

Here's a cheat for *UFO: Enemy Unknown*. Once you are able to manufacture something, go to the production screen, select the item you wish to produce, but when asked for the number of engineers to be allocated and the number of units to be produced, leave them as zero and OK everything. Now select the item from the list of things being produced and allocate the number of engineers you want and produce just one. No money will be deducted from your account. It is possible to manufacture tanks etc, for free, although you must have the money and the resources. You can now sell it on at a profit.

R Davies, Walsall

ON THE BALL

Reviewed *AF65*, 79%
■ Daze 0171 372 7435

Nobody said being a football manager was going to be easy. Just ask George Graham, or Phil Neal. Or Ron Atkinson. But if you follow our dug-out directives, perhaps you could avoid the dreaded vote of confidence.

Get them while they're young

In the long term the best tactic is to recruit young players. Always buy two or three players who are as young as possible and build them up. There is no better way to end up with a strong team at minimum expense, and to create players who have a high value.

Negotiating with sponsors

If you want to squeeze more money out of your sponsor, you have to negotiate. Beware, because the probability that your negotiating partner will drop out also increases after every round of negotiations. If you only have one offer, you should accept it straight away.

Negotiating with players

If you offer the lowest possible wage, there is a one in seven chance that the player will accept. If you offer the highest grade, the player will definitely accept. You can't guarantee the player will always want the longest contract possible. Younger players who are still capable of development are more interested in contracts for two (or at the most three) years, so that when they conclude their next contract they can ask for a higher wage.

Older players, on the other hand, naturally want contracts that last as long as possible. Although one-year contracts are very advantageous for the club, they are not particularly popular with the players, and are only accepted in 40 per cent of cases.

Strategies for earning money

Additional profits can, in principle, be made in two different ways. Either by reducing costs or by increasing income.

The easiest way to get money is to transfer players abroad. So try to offer your 5th, 6th and 7th grade players abroad regularly (make sure they are in good form!). If you're lucky just once, you will make a mint. It's a risky (but potentially very lucrative) strategy to offer a young 6th grade player a one-year contract straight away in the first season, to make big money the second



Make sure that your players take and make chances, otherwise they'll lose form.



Playmakers and sweepers should be in their thirties, have a high skill level and be on form.

HELPING HAND

FEELING GROOVY

Steve, I have been stuck on *Monkey Island 2* for a month. I can't seem to find the near-grog. I also can't get rid of the bird at the big tree. Please could you put my mind at rest.

Jamie

The near-grog is in the cottage with Captain Rum. The seagull has the piece of map. You'll have already used the plank in the hole of the tree and the oar and clambered toward the big root and fallen badly. When you recover, pick up the broken oar and head for the Woodtick where Woody will fix the oar. Return to the Big Tree and climb on the plank then use the newly fixed oar in the hole on the right. Pick up the plank and use it in the next hole along. Keep on like this until you get to the top.

SUIT YOU, SIR

On *Leisure Suit Larry 2*, I'm stuck on the ship. How do I get off? When I jump in the lifeboat I can't get back out.

Paul Nicholson, Middlesbrough

When you're on the lifeboat deck, walk to the chained opening in the railing and type, "Jump in boat". When you touch the water, use the sunscreen, wear the wig and throw the dip.

BOB, AND INDEED, WEAVE



In *Loom*, after reading the gravestone, I opened the sky which caused lightning and felled the tree. I then rode on the tree to the waterspout but I can't get any further. I think I need to use the twisting weave backwards to untwist the waterspout but I can't find it. In the manual, it says that it is woven into the foremost hem of the long tapestry, but his has been ripped off. Please help.

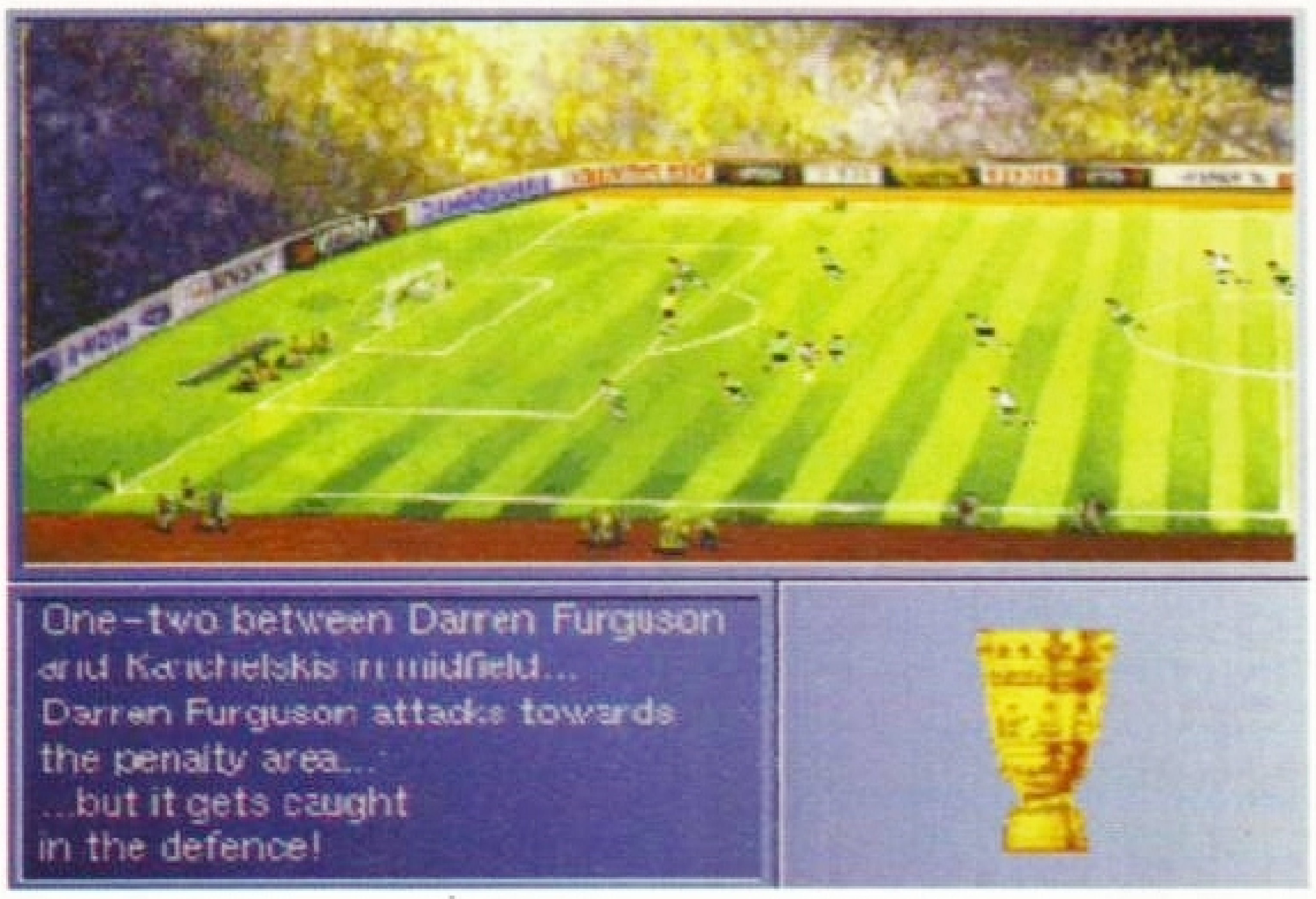
Gavin Craddock, Stoke On Trent

After you've walked to the end of the jetty and climbed on to the tree, get to the water spout, double-click on it and write down the draft. Cast the draft at it in reverse to untwist the spout and go to the new island. Oh yes.

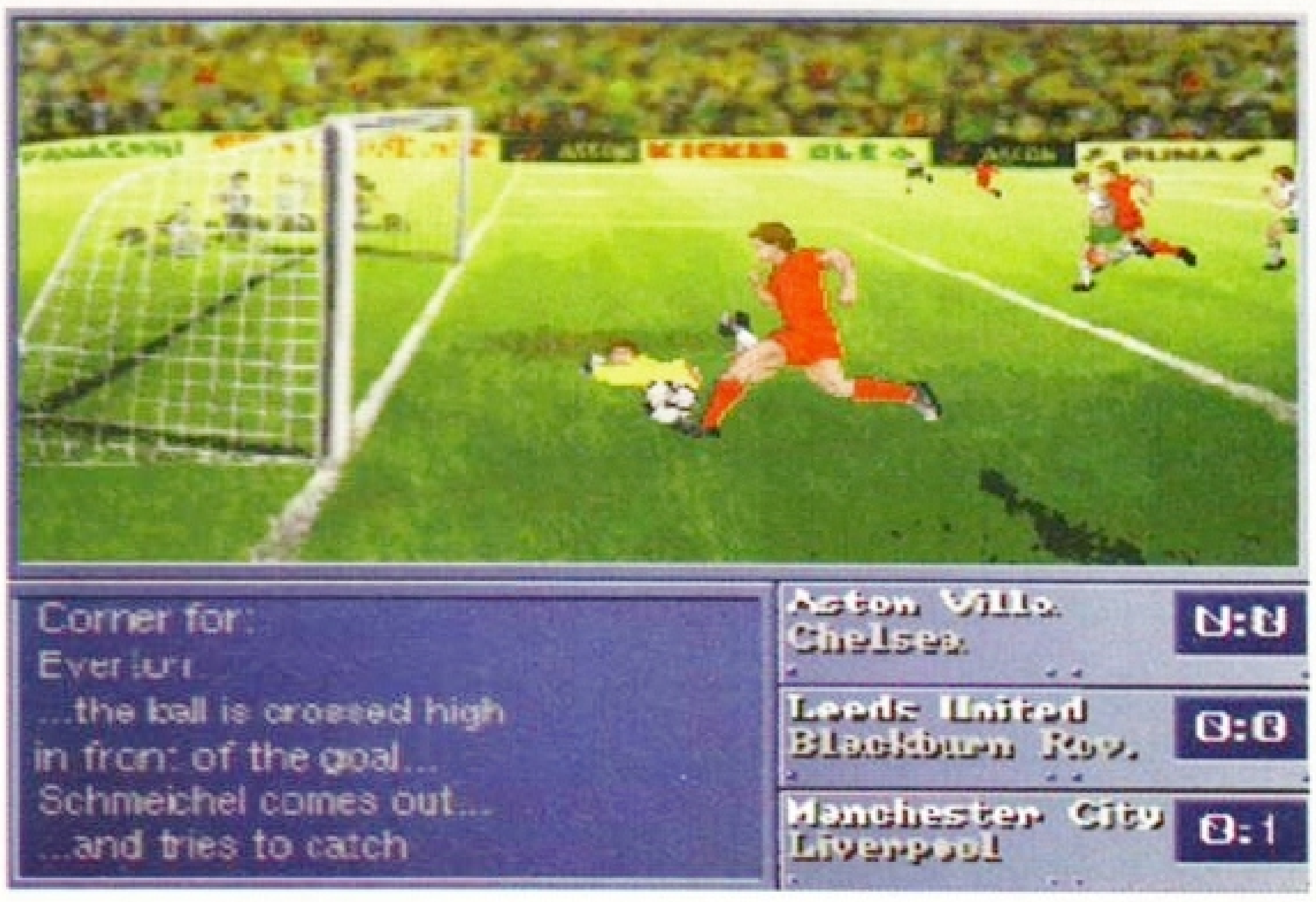
APESHEET, AS THEY SAY IN SPAIN

In the third part of *Monkey Island 2*, I'm stuck on the bones on the wall bit. I have some verses but what do I do?

Wesley Poole, Clapham, London



Young legs can run faster than old legs. They represent a long term investment and can be sold on at a profit once your club has trained them up and played them a lot.



Sponsorship deals can be tricky. If only one offer pops up, take it. Even if it's Mitchell and Struthers (*sad joke that only McGill and sad Kilmarnock supporters know – Ed*).

year (if a buyer is found). Another variant is to continually develop young talent (to Grade Three), who can then be sold for a relatively high price.

Make absolutely sure that you keep the wages within reasonable limits. Only a club with international successes or successful sales of players can afford top salaries over a long period of time. One tactic is to make sure you extend the contracts of players who are in crisis about their form. They tend to ask for less money. Players who have lost points but have high wages bring unrest into the team, so try to separate yourself from these as quickly as possible.

I AM 10 – 10 YEARS OF THE AMIGA

The games we get most requests for help with are *Monkey Island 2* and the *Indiana Jones* adventures. We got so many questions about *Monkey Island* we printed the full solution in *AF38* and *AF39*.

The playmaker and the sweeper

A sweeper should be experienced (30 years old), have a high skill level (at least five) and be in good form (at least 10). These same values also apply to the team's playmaker, but age doesn't count for anything.

The form values: a science in itself

There are hundreds of influences in *On The Ball* which affect form points – that's what makes the game so realistic. However, the following may help in understanding how different factors influence a player's form.

If a team makes at least seven chances in a game the midfield players gain one bonus point. For the midfield to rate a strength of over 16, they must make nine chances. For a strength of 24 and above, they must make 11 chances.

If a team makes three or less chances the midfield loses a bonus point. If no chances at all are made, each midfield player loses two points. If the opposing team gains less than three chances, each midfield player in your team receives one bonus point. If your opponents make seven or more chances in a game, one form point is deducted from each of your midfield players. If a forward plays four games without a goal, he loses one form point.

If the opponents score three or four goals, your goalkeeper and defence each lose one point. If you concede five or six goals, your goalkeeper and defence each lose two points. If the opponent scores seven or even more goals, four points are lost. Serious mistakes by the goalkeepers in back-passes cost one form point each.



But how secure is secure? One year contracts are the most lucrative for the club, but can miff the older players in the squad.

Get some paper and write down the first three bodily parts of each verse in the given order (eg, Verse 1 = head, hip, leg, etc). Go back the way you came and if you see a matching verse, push it and walk through the gap.. If you don't find a matching one by the time you reach the sign posts, go back down the tunnel until you do.

CODE SELFISH

Have you got any codes for *Mega-lo-Mania*.

Marcus Deacon,
Abingdon, Oxon

Here goes. Second epoch, BNYABDUNBHV. Third epoch, COVCPMJVEBL. Fourth epoch, WKCCHIEUKNL. Fifth epoch, GATAVRXRONT. Sixth epoch, WWKDXGPXDBZ. Seventh epoch, KUUCTOPLGHV. Eighth epoch, PEHAJBPKZAQ. Ninth epoch, GYJDJHPNFHN. Mother battle, TJLBVSNNIGD.

TEA REX? NO THANKS



Do you know any useful cheats for *Jurassic Park?*

Steven Keen,
Shoreham-by-Sea

Which version, good fellow? A1200: E54C67AA, D5F4AB62, E5C4B37A, 95B48B42, 85A4834A, B584935A, 85B48B42, F54C6FAA, C57C77B2, D564A762. A500: 8EB75C3D, DE5FB8C5, EEE7740D, BEB75C25, AEA7542D, BEA7542D, CE5FB0C5, FE6FA8DD, EE77780D, 9E074035.

MUST SEE MORE

Disappointingly, we've never received any requests for the game *BSS Jane Seymour*. To pre-empt any future enquiries, here are the level codes.

S Bradley,
Bath

Level 10 - VICTORY, Level 12 - FRENZY, Level 14 - CROWDED, Level 16 - VOLTAGE, Level 18 - PRIMATE, Level 20 - TRIUMPH.

LEND A HAND

If you're having trouble with a particular game or have a solution to a letter printed in the magazine, don't keep it to yourself, write it down or send it in on disk and we'll try our best to print it.

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Play Spectrum games on your Amiga. There are versions for the 00 and 020 processors.
U408 DISK SALV v2.31
This is the best disk/file repairer in the Public Domain. Undelete/salvage files and repair disks.
U414 DISK MANAGER v4 [WB2+]
Catalogue the contents of your disks. Then you are able to list them for your friends
.U415 GAME WARPER v1 [020+]
Game Warper contains many ready-to-go game cheats as well as a Action Replay cheat input ability
U416 AMIGA DOS GUIDE v1
Learn Amiga DOS with this program.
U426 EPU STAKKER v1.70 [WB2+]
Can double your hard drive space!
U434 EDWORD PRO v5 [WB2+]
Edword Pro is the most comprehensive and easy to use word processor on the PD market. Get this!
U439 AUTO STEREOGRAM v2D [WB2+]
Latest version of the hidden picture producer.
U440 SNOOPDOS v3 [WB2+]
Use Snoopdos to monitor program activity. An ideal tool to find out what libraries are needed etc!
U448 DMS PRO v2.04 [WB2+]
Latest version of the disk cruncher.
U453 MAIN ACTOR v1.55 [WB2+]
An excellent module animation player. Buy it.
U454 VIDEOTRACKER 2 AGA
The AGA un-registered version of the demomaker.
U455 VIDEOTRACKER 2 OS VERSION
The version CU Amiga forgot! For non-AGA Amigas
U467 T. U.D. E. v1.0D
The Ultimate Degrader and Enhancer can be used to degrade A1200's and upgrade an A500.
U472 ALL NEW AGA ICONS
These are 256 colour icons which are excellent on an AGA machine. Loads here.
U475 RELOKICK v1.4A FINAL
Relokick is the most popular degrader around. Forget the fake v1.41, this is the real thing.
U478 CHEATLISTER v3.06 [2 Disks]
Cheatlister is a two-disk extravaganza.
U480 HD GAMES INSTALLER
Install Jungle Strike, Aladdin, Mortal Kombat II, Ruff 'n Tumble and about 12 more!! Does not remove copy protection.
U487 BIRTHDATE HISTORY v2.21
Check events that happened on your birthday!
U499 M.U.I. V2.3 [WB2+]
Create GUInterfaces.
U501 GBLANKER V3.6 [WB3+]
The very best screen blanker in PD.
U502 GBLANKER V3.6 020 [WB3+]
An optimised version for 020/30/40/60 processors.
U504 DISK MON TOOLS v3 [WB2+]
A collection of tools to fix floppy and hard disks.
U509 SYMPHONIE PRO v2.1 [AGA] [3 D]
Play 16Bit modules/samples on your Amiga.
U510 FINAL FAX/SUPER DUPER v3.13
Final Fax allows you to control GPFax from Final Writer, sending a fax from a normal document.
U512 ADDRESS PRINT v4
Store addresses and print them to labels.
U514 DISK STICK v1.1
A disk labelling program.
U516 TERMINUS v2.0E [WB2+]
Another decent modem communications package.
U517 FINAL WRITER 030 PATCH
Excellent! A patch which turns the normal Final Writer into an optimised 030 version. Get this!!
U518 BUTTON MENU v1.23 [WB2+]
Create a menu system for your Amiga.
U519 SUPER VIEW v4.42 [WB2+]
Allows you to view a myriad of GFX formats.
U523 DOPUS MAGIC COMPANION [WB2+]
WOW! Loads of useful bits and pieces for directory opus. Arexx files, utilities and even icons!
U524 PRO TITLER v2 [WB2+]
Latest version of the popular, shareware, video titler.
U525 DIY REKO v1.1 [IMAGE FX] [WB2+]
So many decent programs this month. This utility is unique: It allows you to create cardsets for Klondike by using Image FX v1.5 or version 2.
U527 FRODO [WB2.1+] [020+] [1MB+]
A new C64 emulator for WB2.1/WB3 users. Seems to be very fast and stable. Relive the old days!
U530 ZXAM SPECTRUM EMULAT. v1.6B
This is the fastest Spectrum emulator on the market. Used to be only available for AGA machines.
U532 ALL NEW FINAL WRAPPER v3
Final Wrapper was the utility that hit Final Writer users last year. This is the very latest version.
U533 CAR DATA ANALYST
Monitor and test your car's performance.
U543 TOOLS MANAGER [2 Disks] [WB2+]
Allows you to have a "dock" of icons on workbench.
U545 PRO GAMBLER v2.1
Ideal gambling/predictor tool.
U546 COP THE LOT PROFESSIONAL v1
A reasonable predictor for the National Lottery.
U547 TURBO CAT 2 [WB2+]
Latest version of the cataloging system. Allows you to choose a device (like a disk), catalogue it then print or store the files for future use.
U548 IMAGE DESK v1.40 [WB2+]
Allows you to thumbnail your pictures for easy viewing or to allow you to catalogue them.
U549 OCTAMED DEVELOPERS KIT [WB2+]
Licenced developers kit for Octamed 4/5.
U550 VMM v3 [WB2+] [NEEDS MMU] [020+]
Virtual memory program.
U551 BUFF VIDEO TITLER [WB2+]
SUPERB 3D text video titler. Perform mini-animations with 3D text!
U552 ART PRO [WB2+]
A good image processor.
U553 GFX CONVERTOR v1.2 [WB2+]
Decent graphics convertor. Loads about 10 different file formats and saves GIF, ILBM, PCX, POSTSCRIPT, JPEG.
U554 SOUND BOX v1.97 [WB2+]
Converts sound samples from IFF, RAW, WAV, MAESTRO, VOC, AIFF and MAUD to any of the supported formats. ie. load in as IFF save as WAV or load as WAV and save as IFF. Easy!!
U555 SMART FRACTAL
Fractal program for the Amiga.
U559 AMIGA ELM v5 [WB2+]
Amiga ELM is one of the best Amiga Electronic Mail readers/senders.
U560 DELITRACKER II v2.1 [WB2+] [2 D]
A great module player.
U564 EXOTIC RIPPER v3.1 [WB2+]
Latest version of the superb module and sample ripper.
U565 IMAGE STUDIO v2 [WB2+] [2 Disks]
All new version 2. Reviewed here soon!
U566 TERM v4.3 [WB2+] [3 Disks]
The best modem communications package.
U567 TERM v4.3 030 Version [WB2+] [3 D]
030 version of the modem package.
U568 NATIONAL LOTTERY WINNER V2.0
Version 2 of the lottery predictor.
U572 VIRUS WORKSHOP V4.8 [WB2+]
Latest version of Virus killer.
U575 IMAGE ENGINE V1.0 [WB2+]
Another decent image processor
U576 BLITZ BLANKER V2.5 [WB2+]
U580 AMINCP Allows you to connect Amiga to 3A
U581 PAGESTREAM 3F>G Upgrade [2 D]
U586 MAGIC WB 1.3
Wow! The ability to use Magic WB on a WB1.3 machine - you need U352 also.
U588 PC-TASK V3.10
All new PC Task v3. Demo version. Also on this disk is a patch to upgrade the full PC task v3 to version 3.1.
U589 MP LOTTERY V2
An excellent lottery program. This allows you to input all the winning numbers each month to see a correlation.
U591 ACCOUNTABILITY V2.2
Superb accounts program
U592 VARK CLI UTILS 7
All the latest CLI utilities here!
U593 PARNET HD
Latest version of the Parnet connector.

DEMOS

D088 MADONNA "SEX" DIGIPICS [3 DISKS]
Madonna in all her black and white glory!
D112 AXIS "BIG TIME SENSUALITY" AGA [2D]
must be in the all time wanted list!
D122 COMPLEX "REAL" AGA
the best AGA demo from Complex
D130 FAILIGHT "LOVE" AGA [2 DISKS] [2MB]
another popular demo by Virtual Dreams
D135 POLKA BROS. "ARIEL ULTRA" AGA
D136 POLKA BROS. "GEVALIA" [1MB]
a superb non-AGA demo. Get this!
D142 RAGE "MAXIMUM OVERDRIVE II" AGA [3D]
wow! This is great and lasts for ages
D148 URBAN "SOME JUSTICE '94" AGA
this has a superb soundtrack. Must be heard!
D158 REBELS "SWITCHBACK" AGA [2 DISKS]
one of the best AGA demos this month
D168 DUPLO "MY MAMMA IS A VAMPIRE" [2D] AGA
an excellent, very long demo from Duplo
D169 FREEZERS "WIT PREMIUM" AGA
The best AGA demo from November - get this!
D177 DIGITAL "ETERNAL MADNESS" [AGA] [2 DISKS]
released after the party, very nice! [1MB FAST RAM+]
D178 VIRTUAL DREAMS "PSYCHEDELIC" [AGA] [3 D]
voted 2nd at the party. Outstanding routines! [HD only]
D179 POLKA BROS. "THE PREY" [2 DISKS]
wow! The very best tunnel-sequence ever! Amazing.
D180 OXYRON "KILLING TIME" [AGA] [4 DISKS]
get this to see the 4096 colour "Rot-Zoomer"!
D183 IMPACT "IN A WORLD OF ASCII"
very, very original! Buy it and be impressed!
D185 POLKA BROS. "VISIONS IN BLUR" [4 DISKS]
loads of spot-on, great effects in this new demo!
D186 OXYGENE "INDIGO" [2 DISKS]
reasonable demo with a great tunnel sequence
D188 SANITY "ROOTS"
the routines in this are decent. Some nice effects.
D189 ANDROMEDA "NEXUS 7"
voted 1st at the Party 94! Absolute must!
D190 REBELS "WHAMMER SLAMMER" [AGA] [3 D]
Rebels produce superb demos! This is no exception!
D191 BOMB "MOTION ORIGIN 2" [AGA] [2 DISKS]
has the best Doom part ever! Irrisistable demo!
D192 ASYLUM "ZEROS & ONES" [AGA]
quite a good, all round demo from these guys.
D194 TRADEGY "STRUISJE GETS SCREWED" AGA
not my favourite at all, but 90% in CU Amiga?!?
D195 ABYSS "DOVE" [2 DISKS]
a pretty good demo from the Party '94.
D196 TRSI "THE CUBIC DREAM" AGA [2 DISKS]
Best demo this month. A definite must have!
D203 MYSTIC "IMPOSSIBLE IMPOSSIBILITY" [2 D]
Winner of the Primavera party 95. Get this!
D204 TRSI "ANHALONIUM LENINI [AGA]
Quite a decent demo from TRSI, this time!
D205 THE INTERCEPTORS "BLUE"
Another demo from the Primavera Party 1995. Not bad.

GAMES

GM60 BAZZA AND RUNT AGA
wow! This platform game is a must!
GM67 BLACK DAWN II
GM76 SCRABBLE
GM78 STARWOIDS [1MB] [2 DISKS]
thrust and oids mixed - very addictive game
GM88 MONOPOLY v1
GM97 TOP HAT WILLY
an Amiga "Jet Set Willy" rip-off. Addictive!
GM105 DYNAMITE WARRIORS 2
GM111 IN THE DEAD OF THE NIGHT [3 DISKS]
a decent game similar to "Wing Commander"
GM112 PUCMAN WORLDS
GM114 FLAMING ENGINES
GM118 CHANEQUES [2 Disks]
yes, two please!! A Lemmings type game. Direct your little men (with different skills) to the end.
GM123 MEGABLOCK V2
one of the best Tetris games on the Amiga.
GM125 KELLOGS LAND [AGA]
WOW! The very best PD platform game ever!
GM126 SUPER MEGA FRUITS
a good Fruit Machine game.
GM127 ZAXXON
superb! The C64 classic now comes to the Amiga!
GM130 FISHY FISHY
eat the small fish, avoid the sharks and grow!
GM132 SAMURAI SHOWDOWN [AGA]
this is an amusing Street Fighter clone. Good!
GM133 HYPER RACE [2 DISKS]
another super-sprint clone. Multi-player racing.
GM136 CYBERMAN
wow! A 3D pacman clone. Very decent indeed.
GM138 INTERNAL COMBUSTION
great skidmarks-esque multi-player racing game
GM141 MADHOUSE [2 DISKS]
a graphical adventure game
GM147 DELUXE GALAGA v2.51
must be the best PD shoot-em-up ever made!
GM148 CLASSIC PUCMAN
classic Pacman as it was originally designed
GM149 AMIGA DEMON v1
poker card game for the Amiga
GM150 ROCKETZ V2.25 [AGA]
superb AGA only 2-player thrust/shoot-em-up game
GM151 INFECTION
very hard to explain. 4-player game with playability
GM152 JUMP 'UM
guide Spud through the levels to reach his cheque
GM153 BOING V3
decent thing-on-a-spring type platform game
GM157 MASTER BLASTER
similar to Dyna-warriors - 2 player bomb game
GM158 THINK A MANIA [WB2+]
superb snap game with excellent graphics
GM159 SIMON
simple simon game - remember those flashing lights
GM161 OOZE AGA [2 DISKS]
ooze is sooo addictive. 2 player infection game!
GM162 OOZE ECS
GM164 CYBERGAMES [2 DISKS]
excellent! A street-fighter clone with gore!
GM165 PUNTER v1.0
Animated horse racing betting game.
GM166 GRAVITY FORCE 2
Compulsive 2 player split screen blaster. Great!
GM167 ACE THE SPACE CASE
Top notch platform romp, commercial standard.
GM168 SCAVENGE [WB3+]
2 player split screen blaster set within a maze. Good graphics and extra weapons pick ups.
GM169 MASH
Similar to Team 17s new Wormz game. A subtle cross between Lemmings and Cannon Fodder.
GM173 POWER WALLS
a decent bat 'n ball game
GM174 TANKS!
excellent tank-war sim
GM175 NICKY 2
is a colourful platform game
GM176 ALIEN GENOCIDE [2 DISKS]
err. A Operation Wolf clone?
GM177 ISLAND
a little like Populous
GM178 DOOMER (AGA) (HD ONLY)
a good Doom clone for the Amiga
GM179 SLIDER AGA
little puzzle game for AGA only
GM180 CARNAGE
blood, guts and gore and more!
GM181 MASTERMIND
GM183 PSSST AGA
remember Psst on the Speccy? Well this is the Amiga version!
GM184 SCREECH
another car racing game
GM185 BOARD GAMES
Cluedo is the main game here
GM186 GLASSBACK II
GM187 FEARS 2 AGA
wow! Much better. This is a demo of the finished commercial version!
GM188 CARD GAMES DELUXE [3D] [2MB]
at last! A program that allows you to load and use your Klondike cards! Blackjack and another on here
GM190 BEETLE
GM191 CHILD MURDERER AGA [3D]
not as bad as it sounds! A graphical adventure to solve the mystery to clear your name
GM192 CHILD MURDERER ECS [2 D]
ECS version of the above

KLONDIKE III

Klondike is one of the most popular Amiga public domain card games available. There are many cards to choose from here, or make your own with the new "DIY REKO" utility, as listed above. These cardsets can also be loaded into the games on "Card Games Deluxe".

ART CARDS
ANIME CARDS
CINDY CRAWFORD CARDS
BORIS HAJIME CARDS
FACES CARDS
SANDMAN CARDS
STARTREK "ORG" CARDS
X-MENFAST CARS
EMPIRE STRIKES BACK
RETURN OF THE JEDI CARDS
DR. WHO CARDS
MARILYN MONROE
BETTY PAGE CARDS
ELLE MCPHERSON CARDS
IRON MAIDEN CARDS
PERIHELION GAME CARDS
STAR WARS CARDS
SWIMSUIT CARDS
RANMA CARDS
SAILOR MOON CARDS
DUNGEONS AND D'S CARDS
FACES 2 CARDS
ORIENTAL GIRLS
BORIS VELLEJO CARDS
BIKINI CARDS
FRACTAL CARDS
DRAGONLANCE CARDS
RIPPING YARNS CARDS
SHERILYN FENN CARDS
LION KING CARDS
BEAUTY CARDS
ARCHILLEOS CARDS
HEROINE CARDS
CINDY CRAWFORD 2 CARDS
PHOTOCD CARDS
ELLE MCPHERSON 2 CARDS
STAR TREK "TNG" CARDS
SPACE CARDS
PRETTY WOMEN CARDS
NORMAL CARDS
FLOWERS CARDS
AMIGA ART CARDS
MARILYN MONROE 2 CARDS
ROSES CARDS
HIRED CARDS
ELLE II CARDS
PLAYBOY CARDS
KYLIE MINOGUE CARDS
DRAGONSLAIR CARDS
NIGHT BEFORE XMAS CARDS

18 — Proof of Age required. We do not condone or supply illicit hard core material

ALL CARD DISKS ONLY 99P!

Klondike III £3.96
[AGA] [3MB+] [HD]

BITS 'N BOBS

Bodyshop 8 AGA [2 Disks]
Sherilyn Fenn Slideshow AGA
Phoebe Cates Slideshow AGA
Erika Slideshow AGA
Niki Taylor Slideshow [2 D][AGA]
Tiny Toons Clipart
Big Girls II AGA [3 Disks]
Global Facts [2 Disks]
X-Files Guide
GCSE Maths Exam Papers
Project UFO [6 Disks]
Travel Guide [2 Disks]
UFO : Finding Truth [2 Disks]
UFO : Finding Truth 3
Aliens Confidential 2
Aliens Multimedia 3 [AGA] [9D]
Weather Guide [3 Disks]
Deadlock 9 Magazine.
Lucifers "Unholy Innocence" [2D]
Lucifers "Wicked Grimoire"
Lucifers "Book of Shades" [2D]
Star Trek Guide [6 Disks]

ZOOM

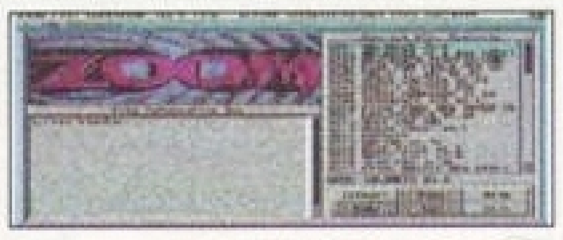
- Easy-to-Use Interface
- Very Latest in PD
- Suitable for all Amiga Owners and any Amiga

A CD-ROM collection with over 500MB's of the very latest and greatest Amiga public domain from the libraries of Active Software and Ground Zero Software



Active Software, the leaders in the very latest public domain, and Ground Zero, the purveyors of quality public domain software, announce the release of the best CD this year - ZOOM. Zoom not only contains the latest PD from all over the country, the Aminet and BBS sources it also contains some exclusive products which will appear on the CD before they appear in our adverts or any other PD libraries advert. The interface is a custom-written, GUI based design, coded by the author of the famous disk magazine Deadlock. Select the file you want to read about, read the information then click to de-compress! Easy as that. The CD contains:

- The latest PD from December to May (all our current advert, previous adverts plus much more)
- Over 65 (hopefully - 15 exclusive) Klondike Cards
- Ground Zero's Themed Imagine Objects
- All the Pro Disk Packs - including 10+ NEW Packs!
- Gathering '95 Demos (if Party is still on!)
- Some Exclusive and New AGA Slideshows



all this Amiga PD for only... £19.99

PRICE BREAKERS

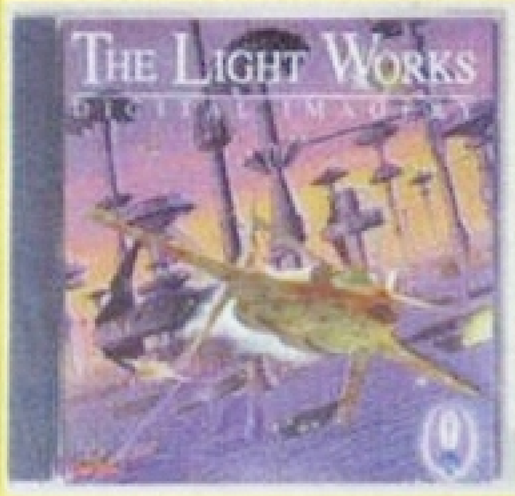
Here is a selection of compact discs that are either on sale, "shop soiled" or very slightly case-damaged. The markings are sale [S], soiled [O] and [C] for case-damaged.

PLEASE CALL BEFORE MAKING YOUR ORDER!

Title	Price
Giga Graphics [O] [1 Copy Only]	£29.99
Visions [O] [2 Copies Only]	£18.99
LSD Compendium 1 [S]	£12.99
AMOS CD [S] [1 Copy Only]	£12.99
Hottest 4 [S]	£14.99
LSD Compendium II [O] [1 Copy Only]	£14.99
Gamers Delight [O] [1 Copy Only]	£16.99
Demomania vol.1 [O] [1 Copy Only]	£15.99
Sentimental Wings [S] [1 Copy Only]	£18.99
CDPD IV [S]	£8.99
Pandoras CD [S] [1 Copy Only]	£1.99
Aminet Set vol.1 [C] [3 Copies Only]	£19.99

AMIGA/PC CD-ROM SOFTWARE

THE LIGHT WORKS



The Light Works CD is a master piece from the greatest raytracer of them all: Tobias Richter. The Light Works contains mainly objects created by Tobias Richter along with many surface textures, reflections and Imagine material. For the amateur there is plenty of material here to help you: more than 100 rendered pictures and animations demonstrate what is possible with these objects. There is also a demo version of Maxon 4D to load in the objects. You can use the objects for your own use or pictures for backgrounds etc.

AMIGA/PC **£34.99**

THE SOUND LIBRARY

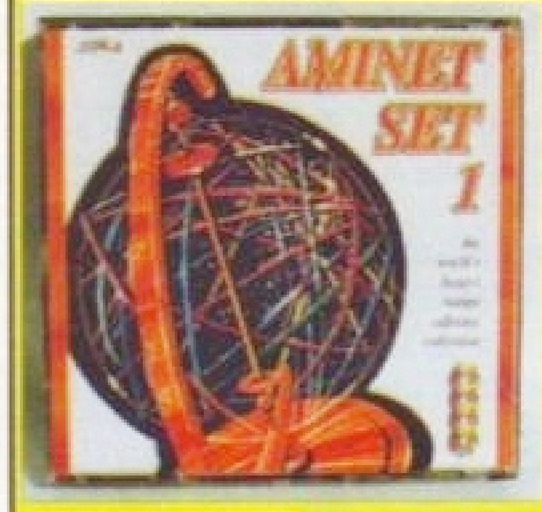


Over 1 Gigabyte of data on this double CD. Includes MIDI files in various formats (MDI, MIM), hundreds of megabytes of music to listen to or change/edit for your own applications. Over 5000 modules, 1000 VOC files, 1000 WAV files, 1000 samples.

Also includes many utilities and tools such as Sound Tracker, Rippers, Samplers, Sound Effect controllers, Sound Sample convertors. PC only - latest version of Whoop, Drum Blaster, Trak Blaster, Jukebox and much more!

AMIGA/PC DOUBLE CD **£18.99**

AMINET SET vol. 1



The Aminet Set has been the number one selling CD for the last month, so get your copy now!

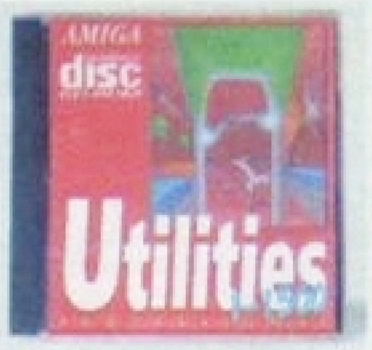
This is a "quad-pack" CD which contains the entire contents from Aminet vols. 1-4. That's four CD's for under £30! Over 4 gigabytes of software on this CD-rom.

Aminet 5 £14.99

Pre-order Aminet 6 (June/July 1995) for only £12.99. Sent on release.

AMIGA/PC QUAD CD PACK **£24.99**

UTILITIES 1-1500



The utilities 1-1500 CD contains the very best utilities and tools from PD Soft's library (mainly during 1994).

Education, business, sound utilities, hobbies, emulators, programming, printer tools, virus killers and much more!

AMIGA **£17.99**

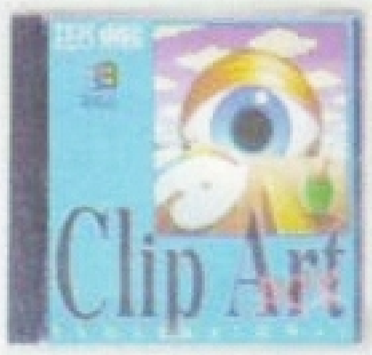
HOTTEST 5



Hottest 5 contains some of the very best games, demos, utilities, animations, slideshows and more from October to early February this year. This CD also comes with a 50-page black and white booklet and BBS support on the compact disc itself.

AMIGA **£18.99**

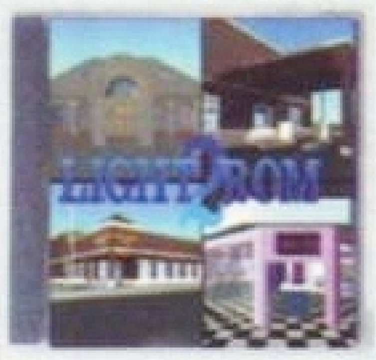
PRO IFF/PCX CLIPART II



The Professional IFF and PCX clipart CD volume two is another in the range of excellent clipart CD's from PD Soft. Many, many areas on this CD including cultural images, insects, natural images, dogs, cats, horses, bears. Comes complete with a 250-page booklet!

AMIGA/PC **£18.99**

LIGHTROM 2



Contains even more objects, textures etc for Lightwave and Imagine.

Full details unknown at time of going to press - call for further details!

AMIGA/PC **£34.99**

GFX SENSATIONS



This CD is a collection of the very best graphics tools, 24 Bit images, animations and a huge collection for Imagine users: Anatomy, Animals, Building, Computers, Fonts, Food, Logos, Phones, Space, Sports are a few categories. Superb collection!

AMIGA/PC **£18.99**

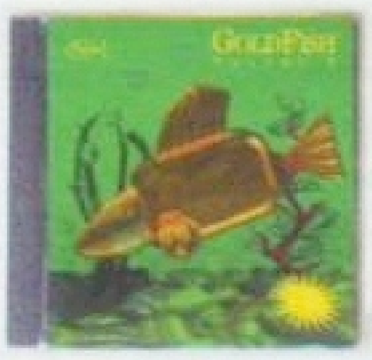
LSD COMPENDIUM II



This is a strange CD. Not in a bad way of course! It contains some elusive software that never makes an appearance on other compact discs. There is a lot of "Aminet" material on here but other than that if you need that elusive utility then this is the place to look.

AMIGA **£17.99**

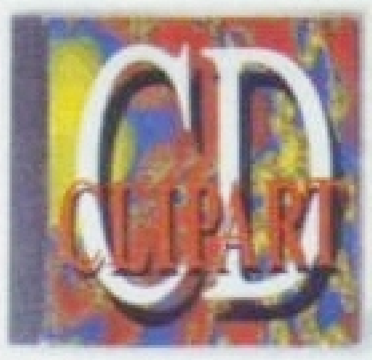
GOLD FISH I or II



Fred Fish has been serving the Amiga PD market since inception, in 1985. His utility disks were very popular and have led onto these two gold compendiums. Really, you can't go wrong with these. Very well compiled, easy-to-use and you are guaranteed quality products.

AMIGA DOUBLE CD **£24.99**

WS CLIPART



Must be nearly third as the most popular ever CD produced.

Contains megabytes of B/W IFF bitmaps, colour IFF, proclips, EPS, Pagesetter, Pagestream, IMG, Corel Draw and coloured brushes for Deluxe Paint. Bargain!

AMIGA/PC **£8.49**

WS FONTS



Another popular Weird Science CD.

This CD contains 2000+ Adobe and CG fonts, some PS fonts, 500+ bitmap, 190 coloured, 240 IFF, 139 Pagestream, 24 Prodraw, 500 Truetype, 132 PCX, 300 GDOS and more!

AMIGA/PC **£8.49**

AMIGA DTV



Many original textures start this CD. Backgrounds in JPEG format, over 200 colour anti-aliased fonts, 3D object data for Ligtwave, Imagine and Sculpt. It also contains many up-to-date utilities such as Main Actor, Ham Lab, Fractint, Anim players and more.

AMIGA **£13.99**

ASSASSINS GAMES



The Assassin's have produced some classic compilations throughout the past few years, cramming as many games as possible on one disk. Well, now all the first 200 disks are present on this compilation. All the games are ready-to-run from the CD. Another excellent CD!

AMIGA **£17.99**

SPECCY SENSATIONS



Remember when life seemed to be so much easier. Forget the "future" consoles - the Spectrum is KING!

Relive the old days with the classic games. Emulators for PC, Amiga and Macintosh computers.

AMIGA/PC/MAC **£14.99**

GIGA GRAPHICS



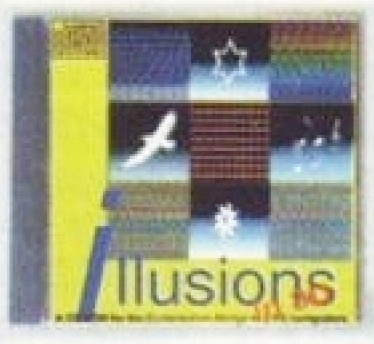
Giga Graphics is the ULTIMATE collection of graphics for the Amiga. Over 10,000 images on this quad-pack CD.

All images are in 24-Bit and HAM 8.

Superb price for 4 CD's!

AMIGA QUAD CD **£34.99**

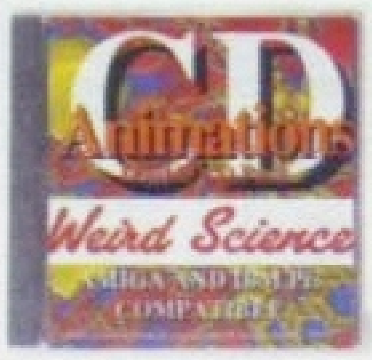
ILLUSIONS IN 3D



Did you think that a CD that contained stereograms would appear? Well, here is a CD with loads of 3D hidden pictures, the utilities you need to create your own images and also the objects needed to create the 3D "hidden" effect!

AMIGA/PC **£8.99**

WS ANIMATIONS



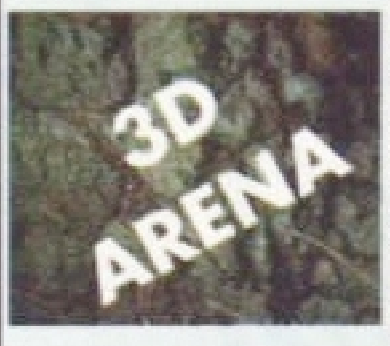
A double CD animation extravaganza!

All the animations are ready to run from the CD, through an Amiga Guide file system. Some stunningly large animations for both the Amiga and PC computers.

AMIGA/PC **£18.99**

3D ARENA

94% AF



Another 3D CD! This one, however, received 94% from Amiga Format.

Contains a large collection of 3D objects and textures, exclusive Lightwave collection from the 24 Bit Club and loads more. Almathera pull out the stops once again!!

AMIGA/PC **£22.99**

All of the Public Domain programs that we have received in the *AF* office during the last month have been thoroughly tested by tall Scotsman, Steve McGill, who chooses the best of the bunch and tells you all about them...

PD Select



SCAVENGE: Imagine a cross between *Gauntlet*, *Alien Breed* and *Doom*, and you'd probably come up with *Scavenge*.



SCAVENGE: Bullets travel off screen and still hit their target. Ouch!



SCAVENGE: Power-ups randomly generate throughout the level. Handy.

SCAVENGE

GAME DEMO

By ______________ *James A Wright*
PD library ____________ *Online PD*
No of disks ________________ *One*
Price ____ *75p per disk plus 50p p&p*

A cut-down demo only, this game resembles a cross between *Alien Breed* and a lesser known Shareware game, *Extreme Violence* (which is currently a hit with a Canadian Cable Company).

The aim of *Scavenge* is to walk around your enclosure, seek out your opponent and then kill him. It's as simple as that. There are various weapons – athough the demo only allows access to the handgun and the rifle – and various power-ups dotted around the levels.

The screen is split into two with the players able to shoot at each other off-screen, and chase around a maze.

Annoyingly, what seems like every 30 seconds or so, an information screen flashes up telling you to buy the complete game. It can happen mid-shot or just as you're about to unleash a special power.

To be honest, I'd rather have seen more of what the game has to offer, but instinct says that the full game is going to be top two-player fun. If you agree, then James is more than willing to send you the complete game for a pretty reasonable fee.

Continued overleaf ➡

PD Selection of the month

DOPUS MAGIC

UTILITY

By ____________________ *Various authors*
PD library _______________ *17 Bit Software*
No of disks ______________________ *One*
Price ___________________ *£1 plus 50p p&p*

Everyone who uses *Directory Opus* knows that the real power of the beast lies in its ability to be customised to the user's preferences in just about any way imaginable.

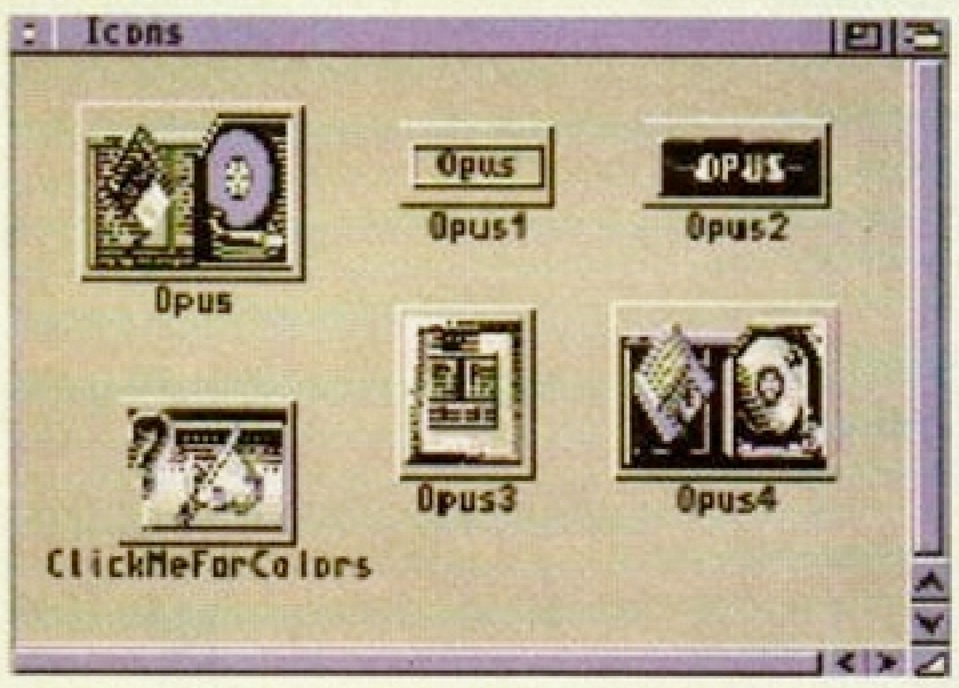
DOpus Magic is for those of us who want to refer to the Shell and Workbench as little as possible. After double-clicking on the DOpus Magic icon, you're faced with three drawers packed with various utilities, documents on how to use them, and several *ARexx* scripts.

There isn't room here to explain all of the functions, but I can list some of the more useful. Pic2IFF: automatically opens *Art Department Professional*, runs through all the selected picture files and converts all of the file formats that *ADPro* works with to an Amiga IFF. It can also scale the pictures 1-100 per cent, reduce them to greyscale, use any of *ADPro*'s dither modes, use Lo or Hi-Res, and it can also define whether *ADPro* should continue running or not after the processing has been completed. Alongside that script is another *ADPro* handler which converts any catered for picture format to JPEGs.

On a safety level, there's a Virus Checker script which checks all highlighted files for viruses. It runs through whole directories if you want, and checks all files in all sub-directories. A tremendous script to have up and running.

Users of *Communicator* have a script that lets you read all of the directories of a remote system (in this case the CD^{32}, but it could be another Amiga or even a PC) into one of *Directory Opus*'s directory lists. Files can then be exchanged between the remote system and the Amiga currently being used to read it.

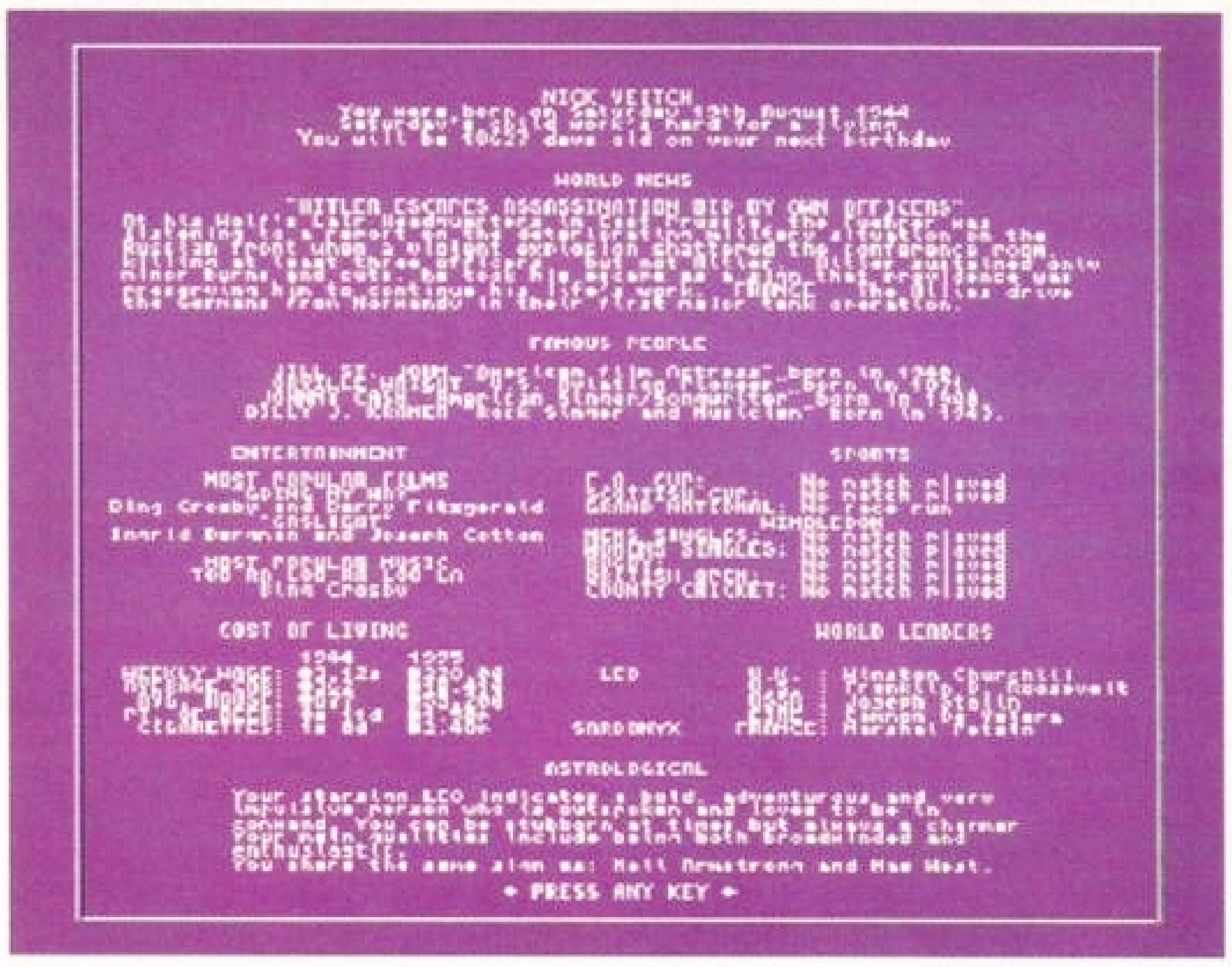
And there's much more on this disk that will be handy for users of *DOpus*.



DOPUS MAGIC: Icons are supplied for use with the various utilities used by the program.



X-FILES GUIDE: Mulder and Skelly go to arbitration to decide who should read *Amiga Format* first in their office.





BIRTHDATE HISTORY: You can print out all the data generated.

BIRTHDATE HISTORY: We tested the birthdates of everyone on the *AF* team. With few exceptions everyone was born in a year that Glasgow Rangers won the Scottish Cup. Jeesh!

← X-FILES GUIDE

UTILITY

By ______________ *Icarus/Dark Reign*
PD library ______________ *Online PD*
No of disks ______________ *One*
Price ______________ *99p per disk inc p&p*

There's no doubting the popularity of the *X-Files*. Whole Net sites are taken up by discussion groups and fact groups concerning all facets of the popular TV show.

Unfortunately, there are more of us who can't access the Net than can. Which, frustratingly, means that we're excluded from information havens discussing joys such as *Star Trek*, *Doctor Who*, and of course the subject of this disk, the *X-Files* themselves.

There are nine separate text files on the disk, two of them concerning frequently asked questions and others speculating on plotlines for up-and-coming episodes and new series. There's even a transcript of the talk *X-Files* co-executive producer, Glen Morgan, gave on American Online on June 22, 1994 in the Center Stage Internet site. So, if you've got even the remotest interest in the *X-Files* and can't access the Net, grab a hold of this disk, it's the next best thing.

BIRTHDATE HISTORY

UTILITY

By ______________ *John L Devoy*
PD library ______________ *Online PD*
No of disks ______________ *One*
Price ______________ *75p per disk plus 50p p&p*

The idea behind this disk is good. Enter a person's name and their birthdate. Choose whether or not to print the subsequent information to the screen or to a printer. And that's it.

Continued overleaf ➡

M.A.S.H.

GAME

By ______________ *Paranoid*
PD library ______________ *17 Bit Software*
No of disks ______________ *One*
Price ______________ *£1 per disk plus 50p p&p*

Programmed by the Paranoid team, the appearance of *M.A.S.H.* is bound to make Team 17 feel more than a little uncomfortable about its much hyped up-and-coming *Worms*.

Hailed as a cross between *Lemmings* and *Scorched Tanks*, the aim of *M.A.S.H.* is to obliterate your opponent's home base. The means to do this are realised through an icon-based control interface – much like *Lemmings*.

You control either a spud or a tank and can make use of several handy tools and weapons. The terrain between both bases can be tricky to traverse, half of the strategy being the best means of negotiation.



M.A.S.H: This is what happens to people who annoy other folk on the Net. They get flamed. Ho ho!

Weapon use is finite and playing a two-player game requires each player to take turns. If you pay the requisite fee, then you will receive an expanded version of this game which also features a split screen so that both participants can play in real-time.



M.A.S.H: Making good use of the choice of weapons is vital for success. Try out the tanks.

***M.A.S.H.* is worth ordering if only to see the power of coding groups creating games off their own back.**

Just think about how many 'new generation' console owners there are who could do the same sort of thing if they so desired.



POKERMANIA: Most of the fun to be had lies in the use of the sub-games to gain extra money...



...Unlike real Poker there's more money to be made with better hands because of the higher odds...



...In this instance, you've got to guess where the animated Ace Of Spades ended up. Double or quits.

⬅ The info consists of what was making headline news on that particular birthday. The day is also printed, as is the relevant line of that nursery rhyme that awards certain qualities to the days of the week that children were born. For example: Monday's child is fair of face and so on.

Various sporting events such as the winners of the FA Cup and Scottish Cup are recorded (as a little aside, over half of the *Amiga Format* team were born on a year that Glasgow Rangers won the FA Cup. Three of the finals were against Glasgow Celtic. Who says Scottish football is crap?) [*Er, everybody here – Ed.*]

Anyway, for curiosity value and as an ice-breaker at parties, *Birthday History* is a must-have. It's amazing how interested people become when part of their own history appears on screen.

POKERMANIA

GAME

By _______ *Andy Green*
PD library _______ *MG's PD*
No of disks _______ *One*
Price _______ *90p plus 70p p&p*

There are so many card game derivatives in the Public Domain circuit that, normally, we wouldn't give them the time of day, but, unusually, I ended up playing *PokerMania* for more than an hour and a half.

The basic premise is the game of poker, but to give it a slightly different slant you have to play it like a fruit machine. The front end is even made up to look like one.

Money is paid out on the odds of receiving a particular hand. On winning, depending on the hand you have, several bonus sections can be entered into. These vary from hi-lo style choices to the speed of your reactions on the hold buttons.

Large stakes can be built up and it can end up being frustrating that your maximum stake at the start of any one game is only a quid. But that basically highlights the strength of this game. You want to keep playing it and don't notice the passing of time.

Programmed using *AMOS Professional*, *PokerMania* looks great and it's a top advert for the language. Well done, Andy.

ZX EMULATOR GAMES

GAMES

By _______ *Paul Walker*
PD library _______ *Birchsoft PD*
No of disks _______ *23*
Price _______ *£23 inclusive*

"Old Formats Never Die, They Just Get Emulated." – Steve McGill.

Paul Walker has compiled just about one of the most comprehensive set of disks full of Spectrum games yet seen for the Amiga.

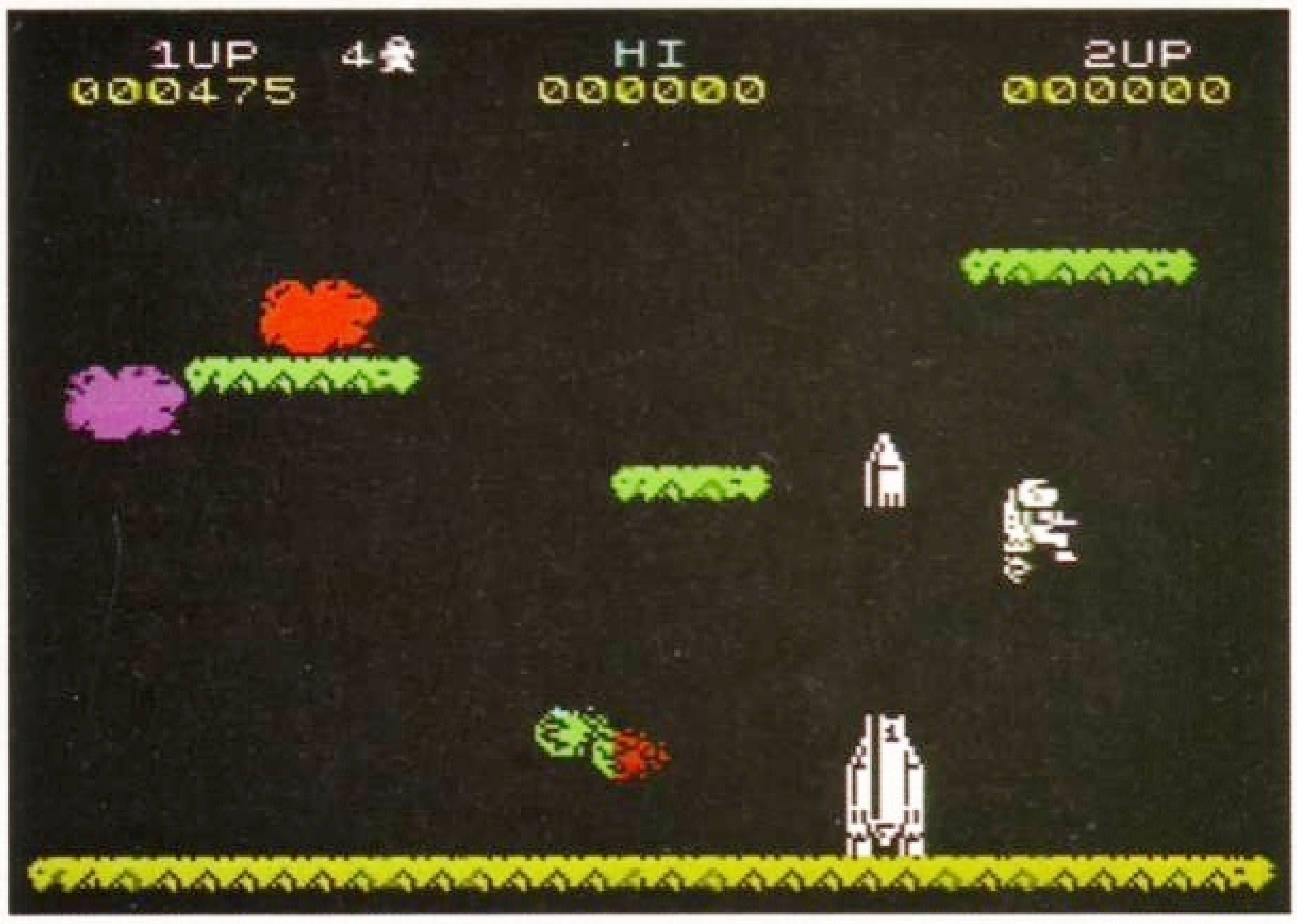
He hopes to form a thriving Spectrum PD-based software house. So far, there are 23 disks in all with over 900 games packed on to their magnetic coverings.

> I AM 10
>
> **10 YEARS OF THE AMIGA**
>
> **Every Workbench user is aware of the Text Editor *Memacs* that comes as part of the standard fare. This program was originally PD. Due to its widespread popularity, Commodore decided to include it as a standard part of the Operating System.**

The cost of all 23 disks will be £23 inclusive of VAT, postage and packaging. If you send an SAE to Paul, he'll send you a list of the games compiled so far. This should let you decide if you want the contents of one disk or not.

Bear in mind also that these disks also make excellent research material for anyone interested in charting the evolution of the home computing videogame.

You can write to Paul (enclosing that SAE) at: Birchsoft PD, 18 Sandicroft Close, Birchwood, Warrington, Cheshire WA3 7LA. Tel: 01925 820 237 (evenings).



ZX EMULATOR GAMES: Older readers of *Amiga Format* will feel memories flooding back when they play classics such as *Lunar Jetman*.

TOP 10 PUBLIC DOMAIN TITLES

TOP 10 courtesy of:
17 BIT SOFTWARE
1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire WF1 1DH. Tel: (01924) 366982

1) F1GP Editor V2.04
2) MUI V2.3
3) DOVE AGA Demo
4) Cindy Crawford 2 Cardset for Klondyke 2.3 AGA
5) PageStream 3.0 F Patch
6) Heroine Cardset for all versions of Klondyke AGA
7) Term V4.2
8) Robs Hot Stash # 30
9) Madhouse – Indian Spirit
10) Final Writer 3 – Speedup Patch

WHERE TO GET THE DISKS IN PD SELECT THIS MONTH

17 Bit Software
1st Floor Offices
2/8 Market Street
Wakefield
W. Yorks WF1 1DH
Tel: 01924 366982

Online PD
1 The Cloisters
Halsall Lane
Formby
Liverpool L37 3PX
Tel: 01704 834335

MG's PD
The Old Farmhouse
Rosefield
Balbeggie
Perth PH2 6AT
Tel: 01821 650488

Hottest 5 CDROM

CD100 - Includes a FREE 54 page printed Book with all the programs Names, version numbers & descriptions. Gives you an easy way to view the programs contained on the cdrom. Hottest 5 is the first cdrom to come with a free printed book for describing the shareware titles.



Contains the continuation from our Various floppy disk library (disks V1501-V1750), and our main library disks from 4001-4300. This cdrom covers a variety of Public Domain subjects; Utilities, Games, Mega Demos - AGA, Euro Demos, Demos, Product demos, Disk Magazines, Music Titles, Slide shows, Clipart, Fonts, Rave Dance Tracks, Sampled Sounds, Images in JEG, GIF, AGA 256, Imagine Objects, Textures, Animations, Sound Samples, Music Modules, Colour Clip art, Educational disks, Adode type 1 fonts, DPaint fonts, Scalable fonts, Business programs, Word processors, Graphic utilities, Workbench tools, Magic Workbench icons, Music production, Hard drive utils, Comms, Virus Killers, Video proction, Emulators, Hobbies, Fractals, Printer utilities, New Printer drivers, & much more.

CODE	CDROM TITLE/DESCRIPTION	PRICE
CD060	HOTTEST 4 (DISKS 3001-4000)	£19.99
CD061	UTILITIES V1-1500 (VARIOUS DISKS 1-V1500)	£19.99
CD100	HOTTEST 5 (4001-4300/V1501-V1750)	£19.99
SUB3#	SUBSCRIPTION to the HOTTEST RANGE	£14.99

Get your HANDS on the Hottest's CDROMs, the day on which they are released, YOU CAN NOW! preorder them with our subscription service, all you need is a credit/SWITCH card. You will only be charged £14.99 + £.75p when release.



CD200 Hottest 6 will be released August 1995. and contain disks 4301+ and V1751-V2000

CD142 MEETING PEARLS 2 £9.99



The disc contains the following software:

- 9Mb Disk, hard drive, CDROM and SCSI tools.
- 23Mb developer tools, comodore includes.
- 59Mb text, FAQs, CD contents files, etc.
- 13Mb Games.
- 22Mb Slected html-pages.
- 52Mb Graphics programs and data.
- 16Mb from The Party '94".
- 13Mb various other tools
- 8Mb educational software
- 46Mb NetBSD for the Amiga.
- 18Mb terminal programs
- 22Mb Animations.
- 6Mb Music programs
- 6Mb midi programs
- 35Mb pictures
- 37Mb Linux for Amiga
- 17Mb Fractals
- 82Mb TeX installation
- 36Mb movie database
- 31Mb archive for Psion
- 24Mb modules

New Release

CD113 GIGA GRAPHICS (MIRKO ...) £...

is the best graphic collection with more than 10,000 pictures. A must for every Amiga Fan. Perfect for AGA Amigas. All images in IFF format (24 Bit & HAM8). Its a 4 CD set quad pack.



CD105 GRAPHIC SENSATIONS £19.99



Do'nt BANG! your head against the wall, in search of Imagine software get This!

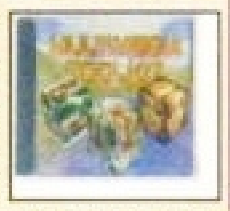
The Graphics Sensation CDROM is a collection of the best Graphics tools, 24bit images, Animations like the famous JUMPGATE (5.7Mb), The Apache 3d helicopter and the Space Animation by Samuel Rees. A huge colection for IMAGINE Users - that will take you years to look through, cagegories including: Anatomy, Animals, Atributes, Aviation, Bathroom, Botany, Building, Clocks, Computers, earth, Fonts, Food, Furnitur, gears, Kitchens, Lamps, Land, Logos, Misc, music, Outlet, Phones, Ships, Space, Sports, Text, Toys, Tree_Kit, Vehicles, Video & Weapons. LIGHTWAVE Users are treated to subjects like: as the imagine section, Textures, Tools, Toys, Tutorial, vehicles, Video, ViewPoint & Weapons. 240 ADOBE TYPE 1 FONTS, and a large Textures section.

CD147 CD WRITE £39.99

What! You still can't write to your CDs CDROMs have long been as essential part of Amiga computing. Many users already own a CDROM drive. and the number of software packages available on CD is increasing steadily. Unit Now, through, it was not possible to write to CDs. We have Found new revolutionary software by Ralph Badel and Stefan Ossowski's. CD-Write enables you to virtually write to CDs with an ordinary CDROM drive. Requires a hard drive system.



CD38 MULTI MEDIA TOOLKIT2 £22.99



The long awaited sequel to Multimedia Toolkit has arrived, its a double disc set aimed at music and video professionals and enthusiasts. the contents include the FULL OctaMED v5.04 package, (with Aura sampler support). OctaMED will run directly from the CD or can be installed to hard disk. In excess of 250Mb of support files for the OctaMED package have been included, made up from modules, samples, midi files and utilities. Full documentation in Amiga Guide format. OctaMED is a commerical program & is simply the best 8 voice music maker & v5.04 is the latest version produced. In addition we have included the full MidiCraft collection of midi & music X files, samples, modules, tutorials, and utilities. Midi craft are professional musicians and have provided over 50Mb of data from their collection. The graphics side of the collection is well catered for with 500 24bit images geared towards backgrounds, textures and general intrest subjects. Over 140Mb of Imagine objects, 50Mb of Lightwave objects, and loads, loads more!.

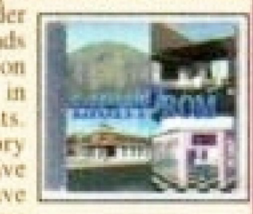
LIGHT ROM 1995

CD057 LIGHT ROM £39.99 - CD114 LIGHT ROM 2 £39.99

A MUST HAVE CDROM FOR THE LIGHTWAVE ARTIST.

A Multi-platform CDROM that can be used with all versions of Lightwave, including AmigaDOS, Mac-OS, Windows/NT, MIPS, Aplha and SGI. Contains 650 megabytes of: Ready to render Lightwave scene files and thousands of Lightwave Objects. A collection of 24 Bit Textures ann Images in IFF, Targa, and JPEG Formats. Exclusive "Showcase" Directory advertising the talents of Lightwave artists world-wide. All Lightwave Textures, Images and Objects come with thumbnail renderings for easy previewing. One hundred percent Lightwave/ Video Toaster Material. Outstanding value at the incredible price of £39.99



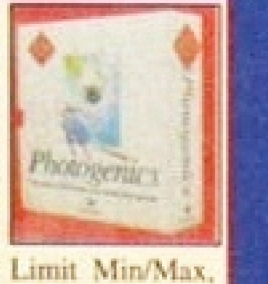


CD150 AMIGA TOOLS 2 (TGV) £24.99



The successfull AMIGA-TOOLS series continues. All programmes on the disc are directly executable just like AMIGA TOOLS. You don't need to decrunch or install any of these programs. This cd includes: - Terminal Tools, Disk Tools, Printer Tools, DTP Tools, System Tools, Crunch/Decrunch Tools, Network Tools, Graphic Tools, Virus Tools, Hardware Tools, Commodities, A Music part, Compugraphic fonts, Demos and demo-versions, Emulators, Amiga Magazines, Magic User Interface, A compete Packet of TEXA, Cinema4D-demo version, Castilian demo version and so on!.

CD148 PHOTOGENICS (AGA/DISK) £49.99



At last the Amiga has a powerful image manipulation package with the ease-of-use and creative freedom of a traditional paint program. FEATURES, Realistic Air-brust, Chalk Pastels, Crayon, Marker Pens, Art Pencils, Felt Tips, EFFECTS, Add noise, Antique, Blur and Heavy Blur, Bricks, Displace Map, Emboss, Flip, Gradient Tint, Greyscale, Limit Min/Max, Line Art, Matrix, Mix Add, Diff, Or, Sub and Xor, Monocrome, Negative, paint, Pixelise, Randomise, Rub Through, Sharpen, Shift Hue, Shift RGB, Solarize, Texturise, Tile, Tint and Slight tint and many more!. SUPPORTS MANY IMAGE TYPES, from IFF-ILBM (2-256 colours), Windows BMP, GIF, JPEG, GEM etc.

CD103 FRESH FONTS 2

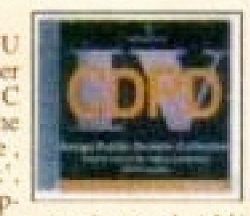
£14.99



The Freshfonts 2 CD contains 632 megabytes of fonts for almost any computer system. Most of the fonts are freely distributable, except for the special Thiene font collection which are exclusive on this CD. Over 231 font families with upto 8 different sytes. There is a booklet provided with 24 pages of printouts of the fonts. There are also some programs on the cd dealing with fonts.

CD029 CDPD VOL 4

£14.99



Complete GNU C/C++ compiler v40 includes, C Manuals, E! the Language, PasTex 'Tex', Music: Complete AM/FM magazine and AM/ FMSpecial disks, Raytracing: Imagine objects, attribute files, textures, tutorials and guides, Persistance of vision: A complete raytracing system, Networking UUCP, SLIP & TCP/IP, Text: classic books, Internet guides, 350 Bitmap and 410 PostScript fonts.

CD040 EURO SCENE VOL 1

ALMATHERA

£9.99



600Mb of Amiga demos and music. For the the FIRST TIME on CD. Euroscene brings you the many talents of the famed Euroscene gathering - drawn directly from the FUNET Internet Archive. Contains all party winners and many ground breaking productions. All archived and designed for BBS, Amiga CDROM and Unix.

CD006 DEMOS 1 £7.99

CD009 DEMOS 2

£14.99

ALMATHERA



Games - Over 100 ready to run with a simple front end menu, Watch anims spooling from CD, Sound Samples - Over 6000 IFF raw sound samples, Music Modules - Over 2000 modules with players, Demos - Latest PD demos and the best of the classic demos, Images - 100s of images, and much more!.

17 BIT CDROMS



CD007 17 BIT 1&2

£29.99

CD039 CONTINUTION

£9.99

CD065 17 BIT PHASE 4

£19.99

PHASE4: 17 Bit have crunched every single new disk that has been added to their library of Public Domain aduring 1994 on to this single CDROM.

CD077 DESKTOP VIDEO

£14.99



Original textures & backgrounds in JPEG, Overscan over 200 colour anti-aliased fonts in sizes up to 200 points. 3d object data for Light-Wave / Imagine / Sculpt, over 150 objects in each format. Current utilities - Imagge Studio, ViewTek, PP Show, Main Actor, Persistance of Vision, HamLab, Fractint, Anim players, Titling & Morph utilities, object converters, & more.

SPECIALS OFFERS



CD137 ANIMATIONS

£7.99

CD41/45* RAY TRACING VOL 1 & 2

£7.99 Each or all 3 for £20





CD149 VIDEO CREATOR

£34.99



Create your own professional music videos using ANY music CD and your Amiga CD32. Combine images, animations, and 3D graphics to create spectacular videos, and record to any Video Recorder to keep forever. Contains a powerfull editor, PsychoCycles, 3d graphics, Over 10000 images, Synchronise, Text, Random Rave, CD32 only!.. Plus much more!.

LATEST LIBRARY DISKS

❑ ^ + 4271 **BOOMFIELD**
BoomFiled is a great version of MineSweeper. It has some new features: Great backround music. Auto mode. Hebrew and English support.

❑ ^ + 4275 **TACTICAL STARSHIP**
This is a strategy game based on tactical starship combat. Play revolves around maneuver and resource management.

❑ ^ + 4277 **INCINERATOR3D**
is a 3D missile attack/defend game. It lets players attack an enemy city, as well as defending their own, from missiles arcing over the mountain tops. It features up to 24 simultaneous missiles, an attack helicopter, laser cannons, and force fields. PAL mode supported, and HD installable.

❑ ^ + 4279 **LORDS OF HOST V1.0**
A strategy game for two players based on a board game called Shogun. Features include flexible mouse/joystick controls, undo and redo of up to 500 preceding steps, fully intuitional user interface. Complete source code, precompiled include files and debugger files included.

❑ ^ + 4286 **TOP HAT WILLY V1.2**
Nowadays a platform game means something that scrolls in eight directions at 50hz speed, has power-ups and jump-on-a-monster-to kill-it action. This is thought to be an improvement over the 8-bit-style platforms such as Jet Set Willy or Monty.

❑ ^ + 4302 **YUM YUM**
This is a game for children really. It is essentially a Pac man clone. The levels are very simple and the skill level required is quite low. The graphics and sound effects are quite amusing.

❑ ^ + 4306 **ZZZEP**
In this game you fly a Zeplin. You don't have a great deal to do except for destroying a whole load of little round things whilst avoiding numerous dangers etc etc. There is a trainer attached to this game if you find it too difficult.

❑ ^ + 4307 **CRYSTAL HAMMER '93**
A classic arkanoid clone with many excellent and colourful levels as you progress through it. Great graphics and sound effects. Very good.

❑ ^ + 4310 **MERCURY MISSION**
Terra-forming eh? What a business. You must initialize the Terra-formation of the planet Mercury by clearing it of five dangerous energy crystals. A thrust type game with good graphics.

❑ ^ + 4311 **PUCMAN**
This, as you may have guessed already, is a Pacman clone. The graphics are good and the playability is just about as close to the original as I have ever seen. an enhanced classic version.

❑ ^ + 4324 **DEMON V1.01**
is a patience cardgame based on one by the name of Canfield. It is reasonably difficult to play but there is a good help system built into the game.

❑ ^ + 4325 **INFECTION**
This is a superb four player puzzle/boardgame. Simply, you must try to take the other players' pieces by moving next to them. Good game.

❑ ^ + 4326 **TURBO THRUST**
Turbo Thrust involves two player racing high speed spacecraft. With split screen action you can't ask for more. There are tracks a plenty and options for speed and laps etc.

❑ ^ + 4333 **EMERALD MINE V6.0**
Preview an Emerald Mine v6.00 Editor and Game. Totally rewritten shareware version of Boulderdash/Emerald Mine. Includes 4 Playable levels for ECS & AGA; Highscore/names saving and teamwork playing are disabled.

❑ ^ + 4334 **COMBAT 2000**
Welcome to Combat 2000, although it isn't yet. This is, instead a version of the classic mode that will be found therein. Yes there are still bugs and I'm still nagging Andrew.But the game will one day be completely re-written for now enjoy this version. This is a 2 player game.

❑ ^ + 4335 **OZZE**
The galaxy has open up for those species that have mastered methods of Interstellar travel.

❑ ^ + 4336 **TOTAL AXCESS**
Total Excess is a horizontal right to left shoot-em-up It's entirely made with AMOS and a special programing technics have been used to make this game really stand out in a crould. This is a MUST have program.

❑ ^ + 4337 **(AGA) A/THRUST**
An Amiga 'Thrust' type game. No 'ENGLISH' docs included. There is an english 'readme' included which gives quite a few hints. - 100% system friendly. - realtime 2-player-mode via the serial port - 2 players can play using the keyboard - it has a font & size sensitive GUI-frontend - lots of extra weapons - your own screens can be created and used - screen size upto 1024x1024 w/32 colors - optional splitscreen/fullscreen mode while playing via modem - sound effects.

❑ ^ * 4338 **DELUXE GALAGA**
Deluxe Galaga is based on the game StarBattle (vic20) & has some of the features of Galaga and Galaxians. This is a simple shoot'em up game with good game play but not so much fancy graphics.

❑ ^ + 4339 **NEXUS 7 [ANDROMEDA]**
There are some superb graphical effects in this demo. Included are some outstanding 3D rotating fractals, a great routine showing a desk lamp jumping up a set of stairs, bouncing balls, pixel zooms, great music and much much more! Great.

❑ ^ + 4340 **ZEROS AND ONES [ASYLAM]**
This demo has some original effects such as the part which makes your monitor look as if its going on the blink! There is some more good stuff such as a spinning transparent multicoloured cube and excellent music. Good.

❑ ^ + 4341 **(AGA) SOULKITCHEN (AB)**
A great AGA demo! There are loads of different effects such as bouncing vector balls, some kaleidoscope effects, a great cartoon picture and a superbly funky soundtrack. Excellent!! Does not work on non standard A1200s.

❑ ^ + 4343 **(AGA) JAMMIN' [HAUJOBB]**
A superb demo. The graphics in this demo are of an outstanding quality. The demo runs through very smoothly with some great logo, effects and more. The soundtrack in the most part has a reggae feel.

❑ ^ + 4344 **DEMO OR DIE**
A great production. There are some good original effects in this demo. One outstanding routine involves a dot vector skull rotating and then morphing into a dot vector hand. There is some good morphing of portraits at the end of the demo

❑ ^ + 4345 **(AGA) TENSION [APEX]**
Great AGA demo. There are some superb routines including one which has the APEX logo scrolling over a rippling landscape. Some great graphics here as well as a good soundtrack. Good.

❑ ^ + 4346 **RUMBLE RUBBLE**
A pretty bog standard sort of intro. Good graphics, good soundtrack, all the usual effects - dot vectors, bouncing balls etc plus some original routines such as the realtime raytracing of a rotating 'sphere'.

❑ ^ + 4347 **KILLING TIME (ABC)**
This demo starts off well with a 4096 colour rotating pixel zoom. Then everything gets rather long winded and boring. A three disk set which has some pretty good effects but nothing spectacular.

❑ ^ + 4349 **TRSI**
Another great demo for the Amiga. There are some great graphics in this production as well as a good techno soundtrack. Nothing unusual or particularly original but indeed a very good demo. Great.

UTILITY DISKS

❑ ^ + V1523 **RELOKICK V1.41**
Howdi doodi doooo Amiga freaks! It's ANOTHER(!) version of ReloKick.

❑ ^ + V1611 **SNOOPDOS V3.0**
will log all the dos/library calls and more when you run aprogram. This is handy for both the programmer and the beginner. For example; Have you ever installed a program to your harddrive and then discovered that it will not run without a certain library but you don't know which?

❑ ^ + V1628 **STAR TREK OBJECTS**

❑ ^ + V1630 **BABYLON 5 OBJECTS**

❑ ^ + V1631 **ALIENS OBJECTS**

❑ ^ + V1637 **BABYLON 5 OBJECTS 2**

❑ ^ + V1641 **SUPER KILLERS V10.0**
Contains the latest collection of virus killers like AntiCicloVir v2.2a, Virus Checker v6.43, VirusZII v1.07, and VT v2.72. Req LHA.

❑ ^ + V1649 **REFLEX**
Interesting program. It uses an artificial intelligence system to create a personality for your Amiga.

❑ ^ + V1659 **MSDOS 4 AMIGADOS**
A very interesting utility which should be useful to anyone who uses both PCs/Amigas. The tool allows you to create a directory on which you can store MSDOS commands & then they can be used through the shell as if they were AmigaDos.

❑ ^ + V1661 **(AGA) NAT/ LOTTERY**
A national lottery prediction program called Lottery Winner. It consists of a database system which can record the National Lottery results from week2week until it has sufficient data to make certain types of predictions or just a guess.

❑ ^ + V1662 **GAMES INSTALLER 2**
Contains a variety of hard disk installers for a few well known commercial games. These games are as follows: AlienBreed 2 AGA, Jungle Strike, Assassin (Special Edition), Body Blows, Goal, Ishar 2, Zool 2 AGA, StarDust, Super Frog, Walker, Rise of the Robots, Bubble and Squeak, ElfMania, Aladdin AGA and Moral Kombat 2. Great.

❑ ^ + V1669 **TUDE V1.0**
The Ultimate Degrader is a very extensive & easy way of degrading your machine for all sorts of purposes. It is useful for playing old game on A1200s for example which need kickstart 1.3. There is a GUI version included as well as a CLI version so most people will have no trouble using it. A highly useful tool for all Amiga owners.

❑ ^ + V1675 **BANK MANAGER V1.1**

❑ ^ + V1688 **F1GP-ED V2.04**
will work on any version of F1GP, including the A600 WWW version which was not supported in V2.03 because of a bug. F1GP Ed allows the user to customize their copy of F1GP.

❑ ^ + V1695 **DALEK OBJECTS**
More imagine objects, sparks or headings like Dareks, Free datasets (3D objects) Imagine format.

❑ ^ + V1701 **GRAPHIC CONVERTERS**
AGAIFF16, IFF-Converter (many formats) V1.60. AMGIF Convert IFF to GIF. APCD, Convert PhotoCD picture to IFF. ART PRO, ART-Pro, a powerful gfx-converter. (2)

❑ ^ + V1709 **HINTS & CHEATS**
ACHEATS. Amiga game cheats by Postcard Man. AMI_CHEAT, cheats, level codes, backdoors to 453 Games. CATACOMB_MAP. A map for the brilliant game Catacomb. FRONTIERHINTS, Hints and Tricks for Frontier - Elite II. GCHEATS, Sega Genesis cheats by Postcard Man. SCHEATS, Super NES cheats by Postcard Man. VALHALLA, Walkthrough for Valhalla. WIZBALL, Little ASCII file containing level descriptions for Wizbal!.

❑ ^ * V1710 **ADDITIONAL ICONS**
Newiconsextra include: - 2 variations of drawers, each with its own theme. - SGI Folder like drawers - Filing cabinent drawers - Icons for all sorts of PD apps [like degrader, etc] - Icons for all sorts of other things [toaster, par, games, etc] - and more!

❑ ^ + V1711 **FIG**
is a menu-driven tool that allows the user to draw and manipulate objects interactively on the screen of a Sun Workstation. It can only be run within the SunWindows & requires a three-button mouse.

❑ ^ + V1712 **AIBB V6.5**
AIBB is a system performance analysis tool designed with built-in tests for exercising CPU, FPU, and graphics portions of system performance.

❑ ^ + V1714 **GEOGRAPHICAL ATLAS**
Amiglobe allows you to navigate round the world in full 3D It gives you many datas about countries and position of main towns and mountains. Unlimited zoom feature included. Requires use of LHA command and a hard drive. (2)

❑ ^ + V1718 **VIRUSWORKSHOP V4.8**
This virus-killer was programmed to help you to get rid of all the viruses hanging around. Its best and most useful virus killer program to date in my view, takes over where BootX left off.

❑ ^ + V1719 **TELETEXT-DECODER V2.3**
V2.3d (serial) of the videotext/teletext-decoder software for the HSL VideoTXT decoder. It features + load/save/print of gfx/ascii-pages, background receive/save, + international charset support + hidden chars, blinking, + setclock, + works on all Amigas

❑ ^ + V1721 **JPEG TO AGA CONVERTER**
This program converts ppm, pgm and pbm files to IFF-ILBM with support for AGA graphics modes. Binaries to support the JPEG file format are included. To convert other formats you will need the NETPBM package available on Aminet.

❑ ^ * V1722 **AMIGA TO PSION S3/A**
AmigaNCP is a implementation of the Psion link protocol which is e.g. built into the Psion S3/S3a palmtop's ROM. It's main purpose is to provide vice-versa nfs-like file access.

❑ ^ * V1723 **VIRTUAL REALITY [020]**
This program allows you to walk, drive and fly around in a 3 dimensional computer generated world in realtime. It is used to visualize architectural, industrial and artistic designs for presentation or analysis purposes.

❑ ^ + V1724 **ZX-SPECTRUM EMU V4.71**
Is the first release of this emulator, earlier versions were demo versions and were not released by the author !!! This emulator enables you to run almost any program that runs on a ZX-Spectrum.

❑ ^ * V1745 **TERM V4.2 [030]**
The latest version of this very well known comms terminal program. Version 4 has even more features and although it is not for beginners it is probably the best available. Very good.

❑ ^ * V1747 **MAGIC-BACKGROUNDS & MAGICWB ICONS**
This package is a patch to MagicWB, the 8 bitplanes XEN-Icons have been converted to 3 bitplanes icons wich will take less CHIP RAM in your system. This is the fourth release of my Magic-Background-Collection with ten (not nine nor eleven 8-) brandnew backgrounds for your lovely Magic-Workbench. This time you will get some 'winter-pictures' whith ice and snow 8!

❑ ^ + V1751 **PRINTER DRIVERS**
CANON600 v2.0 - EPSON FX-850 v1.0 & LX-800 - HP4DRIVER v35.8 - HP4LSETTER v2.01

❑ ^ + V1754 **FERN GULLY COLOURING**
Select your background, choose a character then you can colour the picture in using your mouse.

❑ ^ + V1755 **BARNEY MEETS SANTA (AB)**
Digitised voice which narrates the story & explains what you must do in the various games & puzzles.

❑ ^ + V1757 **ROCK-A-DOODLE COLOUR**
Select a background, choose a character to paste on top, before colouring the whole picture in.

❑ ^ + V1758 **SENIOR QUIZ - FIRST AID**
Many many questions and answers about first aid. So if you're a budding paramedic then you can hold a quiz night with this disk.

❑ ^ + V1759 **JOES TYPING TUTOR (AB)**
The actual typing lessons are quite good & once you start typing there are many different lessons.

❑ ^ + V1761 **KIDS DISK 6**
A game which allows the user to run a shop. They have to fill out the reciepts for each order & give correct change etc.

❑ ^ + V1762 **A WITCHES COOKBOOK**
Magazine which contains many recipies for herbal remedies. Various substances such as antiaging cream, tinctures, oils and other ointments.

❑ ^ + V1763 **RECIPE/RECORD**
This is a program for the recording of recipies and the like. You can use this system to create a database of different meals, foods or even wines. Simple to use and hard disk installable. Good.

❑ ^ + V1765 **SHIP'S COMPUTER LIBRARY**
One for those trekies out there. is a simulation of the computer you might find on board the Starship Enterprise. You can look up allsorts of information about the federation fleet etc.. Very good. (3)

❑ ^ + V1768 **SET UP PROCEDURES**
If you don't know how to create your own self booting disk then get this. Included is a text file detailing the set up procedures which need to be undertaken to create a self booting disk.

❑ ^ + V1769 **PREDICTION TOOLS**
There are four tools included on this disk. Amiga Punter is a program which will try to help you predict the out come of horse races.

❑ ^ + V1771 **COURSE FORM**
Like to put a bit of money on the horses? This utility allows you to enter the figures for the horses in a particular race, plus the course details.

❑ ^ + V1774 **TELEPHONE BOOK v3.1**
This is a very simple but effective program which will store phone numbers and also there corresponding names and addresses. Easy to use.

❑ ^ + V1778 **LOTTERY CHECKER**
is a great tool for checking lottery numbers. Good for office syndicates. Find 'A' Date is a database which stores & matches people up for blind dates. Sneaker is used to view/change binary files.

❑ ^ ^ V1779 **DIY REKO**
Do It Yourself Reko is an ImageFX arexx macro which makes Reko cardsets (for Klondike AGA) virtualy automatically, saving you lots work.

❑ ^ + V1783 **LIGHTROM 1+2 EXAMPLES**

❑ ^ + V1784 **STARTECK GENIES V1.0**
Seven must have genies for anyone with Professional Draw. The genies are PieCharts, Stars, Emboss/ Engrave, ScalePercent, ZoomWindow, SelectByAttribute and GridSet. Well documented.

❑ ^ * V1785 **TOOLS & MENUS**
CATCHDISK v1.20 - A simple commodity for auto-formating bad/unformatted disks. CHKSUM v1.0, ToolsDaemon v2.1a - Allows you to run programs simply by selecting a menu item from the menu strip of Workbench 2.0. WindowDaemon v1.9 - gives extended control to intuition windows and screens through HotKeys and Arexx.

❑ ^ * V1786 **MAGICMENU V1.29**
Replaces all Intuition menus, supporting both pull-down and pop-up menus. Menus can be displayed in either the Standard look, or the modern AmigaOS 2.0 style 3D-Look.

❑ ^ + V1787 **ATTRIBUTES V2.0**
Contains a full disk of attributes.

❑ ^ + V1788 **LENSFLARE OBJECTS**
This is the staging file to render an animation showing an lens flare that move with the light source. objects,brushes and explanations included.

❑ ^ * V1789 **COMMUNICATIONS (ABCDE)**
AmiTCP v3.0, Terminus v2.0d, Source/Developer Kit for AmiTCP v4.0, AmiTCP/IP 4.0. AmiTCP/IP, FTPDaemon v2.0.

❑ ^ + V1794 **AVMNFAX V1.33 (AB)**
This fax program can be used with Class 1 and Class 2 fax modems. (2)

❑ ^ * V1796 **MAGICUSERINTERFACE v2.3**
MUI is an object oriented system to create and maintain graphical user interfaces. (2)

❑ ^ + V1798 **TURBO MODULA-2 v1.40 (AB)**
Compiler is commercial quality: its fast, generates small & fast code, doesn't eat too much memory & the error reports are normally very accurate.

❑ ^ + V1800 **AMINET CDROM DETAILS**
The complete Aminet on 4 new CDs, desc and index, also includes aminet 5 listings.

❑ ^ * V1801 **VIRTUAL WORLDS V1.017**
is a new adventure creation system which allows users to easily create large text & grx adventures.

❑ ^ + V1802 **TEXTURE GUIDE CREATOR**
This File will convert your Original texture.txt & litetex.txt files that comes with Imagine 3.0 into an Easy to use Amiga Guide File.

❑ ^ + V1803 **ADPRO FRONT-END V2.4**
fixes several bugs in 2.3, as well as adding several new screen modes & picture layouts.

❑ ^ ^ V1804 **IMAGEDESK V1.2 (AB)**
a program to catalog picture directories. By this small representants of the pictures, so called thumbnails are being generated & internally expanded to objects which will include all essential attributes

❑ ^ * V1806 **MAGIC SELECTOR V1.60**
is a program who select different background & SoundFX in Workbench each time you are booting up you Amiga. Some Patterns/Sounds are included.

❑ ^ ^ V1807 **SPECTRUM EMULATOR V1.6B**
This program is a Sinclair ZX Spectrum 48k emulator. It needs WB 3.0+, 68020+ and AGA chipset (68020+, WB 2.04+ and any kind of chipset for the OCS/ECS version).

❑ ^ * V1808 **ROMAN'S MAGIC WB ICONS 7**
New, high quality, standard size, MagicWB2.0-style Icons/ImageDrawers and other MWB-stuff. RomIcons7 is Cardware. (2)

❑ ^ * V1811 **IMAGESTUDIO v2.0 (AB)**
is written for the casual graphics user who wishes to convert or manipulate various graphics formats on a modest Amiga system.

❑ ^ + V1816 **DOPUS MAGIC COMPANION**
Loads of extras for use with Diectory opus program. Arexx files, Utilities and loads more!

❑ ^ + V1818 **EASY DMS**
DMS used by most cdrom systems for storging disks is now easy to use with the excellent system.

❑ ^ * V1819 **MAGIC WB EXTRAS 5**
Another selection of the finest programs, icons etc for use with The Magic Workbench system (2)

❑ ^ + V1821 **MSX EMULATOR V1.2**
This package includes three flavours of a MSX emulator, MSX 64kb, MSX 256kb and MSX-2. This package is an unregistered shareware program.

❑ ^ + V1822 **PATCHES**
68030 Patches for FinalWriter 3.0 This patch speeds up FinalWriter 3.0 on all 68020/30/40 machines, things like font rendering and internal arithmetic will be up to 400% faster!. SAS/C V6.55 bug fix for Amiga SAS/C 6.50 and SAS/C 6.51

❑ ^ + V1823 **BAUD BANDIT BULLETIN BOARD SYSTEM V8.4**
Up to 99 file libraries with extended filenotes. Up to 99 fully threaded message conferences. Number of users, files, messages, etc. are only limited by storage space. Controlled file library and message conference access for users & sysops. Interface to extra devices like CD-ROM & others, all treated as Read-Only. Complete Email area including binary mail, and multiple forwarding.

❑ ^ + V1824 **DUST TUTOR (ABC)**
Tutorial to help you to become familiar with Dust. Contains many small animations and a guide-file in english.

❑ ^ + V1827 **EGS PHOTO ALBUM**
Picture management and presentation software for EGS. Offers access to large collections of picture and animation files. Supports DataTypes!

❑ ^ + V1828 **FAST IMAGEFX LOADER**
This is a very fast universal loader module for ImageFX and ImageFX-EGS.

❑ ^ + V1829 **IMAGEFX 2.0 DEV KIT**
Developers kit will allow most amiga programmers to develop modules for nearly any part of the ImageFX 2.0 system.

❑ ^ + V1830 **IMAGE DESK V1.3**
Program to catalog picture files by creating 'thumbnails'

❑ ^ + V1831 **IMAGINE 3.X OBJECT OF USS ENTERPRISE**
This object can be rendered w/ Imagine 3.x only. Very nice Rendering of the USS Enterprise.

❑ ^ + V1832 **80 QUESTIONS**
This is an educational study aide. It allows you to create a 'flashcard' type test to study by.

❑ ^ + V1833 **ARCTANGENT'S BACKDROP & S/U PIX VOL 3**
collection of backdrops and startup pics for the Amiga. Vol 3!

❑ ^ + V1834 **MAGICWB PALETTE & FOXXICONS**
Darker version of MagicWB palettes 35 total!. Pretty Magic WorkBench icons for Sound and Misc.

❑ ^ + V1835 **NETBSD-FAQ**
NetBSD-Amiga is a full-fledged unix operating system for the Amiga.It is a combined effort of users in many countries Is freely redistributable,and is constantlyimproving. You need MMU in your Amiga to run NetBSD-Amiga.Amiga users who are feeling increasingly isolated can now jump on the Unix bandwagon and still keep their Amigas.

❑ ^ * V1836 **MRBACKUP V2.1.4**
is a hard disk backup program for the Commodore Amiga family of computers. It provides a wide range of services to support Amiga file management and backup/restore of files to/from hard disk.

❑ ^ + V1837 **DISK DOUBLING V1.9B**
This package allows you to create virtual partitions pn your HD. Files stored in such partitions get automatically compressed and decompressed whenever you access them, in a transparent way.

❑ ^ * V1838 **VMM V3.0**
VMM Implements a virtual memory manager for Amigas with a 68040,68030 or 68020+68851 processor. A localized user interface to enter all parameters and to disable certain tasks and load files from using Virtual memory is also provided For the user interface MUI 2.3 is needed.V3.0 includes the ability to swap out program code,memory tracking,better MMU support, an Arexx port and some other new features.

❑ ^ * V1839 **MAGIC WORKBENCH 1.2P**
A superb utility! Magic Workbench completely wipes over all those horrible workbench icons , replacing them with its own versions. It also adds patterns and changes your workbench fonts. The end result is a much more attractive workbench. Easy and safe to install. Looks great!

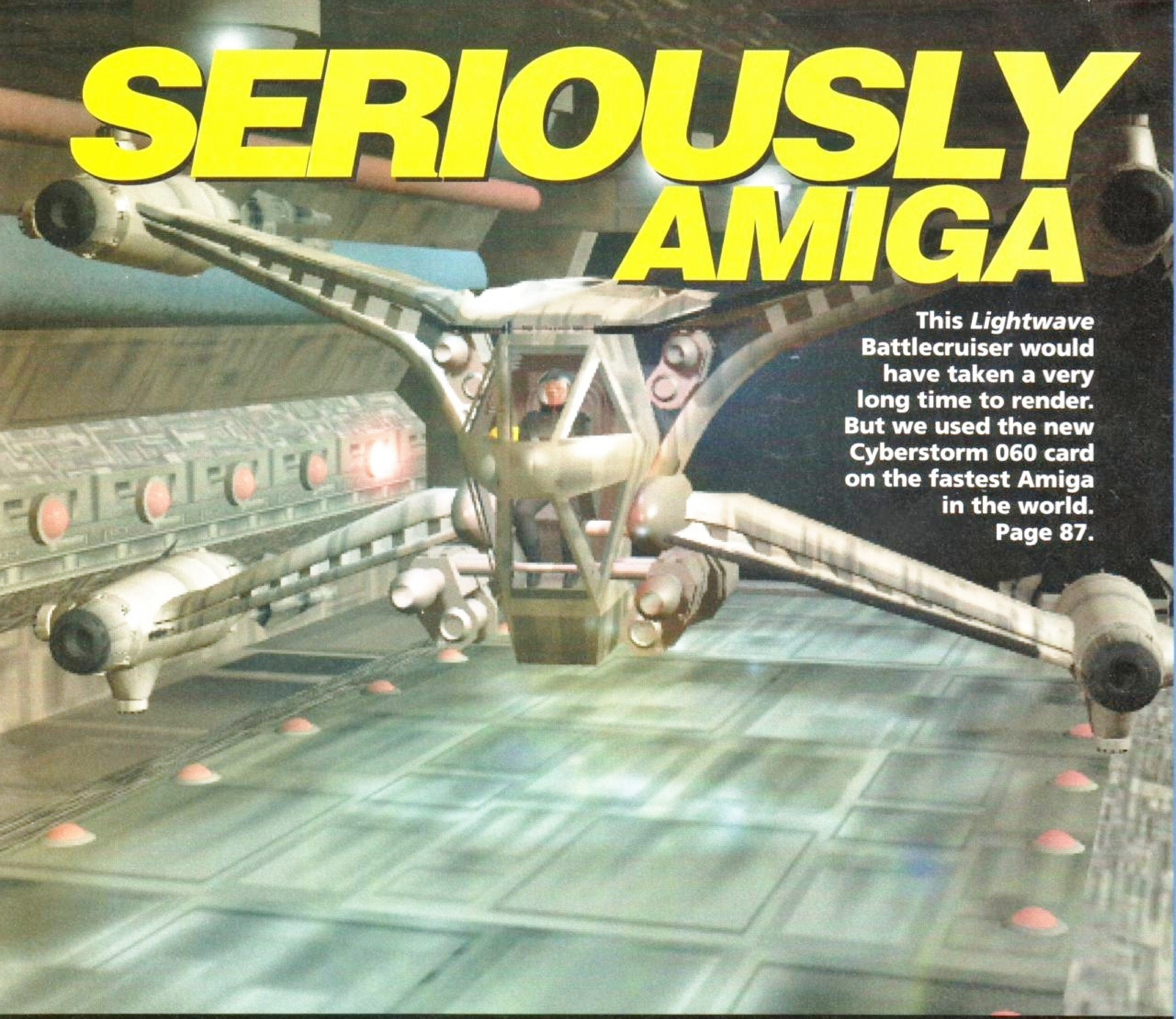
SPECIAL NOTE

All the disks BETWEEN V1501 to v1750 and disks 4001 to 4300 are included on the Hottest 5 CDROM. (See the other page of this advert for more details). Higher numbers will apear on Hottest 6 coming out in the next 3-4 months.

CODES & SYMBOLS

Code	Meaning
(+)	Workbench 1.3x and higher only
(*)	Workbench 2.0x and higher only
(^^)	Workbench 3.0x and higher only
(^)	Works on WB3 & above.
(!)	Not Workbench 3.0x
(-)	Not Workbench 2.0x
(?Mb)	Req ?Mb amount memory to run (2Mb)
(?)	There's ? disks in set or (AB=2)
(K)	Requires disk V1523 KICK to run
(>)	NOT! on an A600.

SERIOUSLY AMIGA



This *Lightwave* Battlecruiser would have taken a very long time to render. But we used the new Cyberstorm 060 card on the fastest Amiga in the world. Page 87.

AMIGA FORMAT

IT'S BIG – AND CLEVER



Big things are afoot in the Amiga expansion market. There are now even more ways to make your machine go faster and to add more peripherals. Two products that might help you achieve your expansion goals – the Cyberstorm 68060 accelerator and the HiQ PowerStation – are both put under scrutiny this issue.

If you are content with your current Amiga set-up and don't want to turn your machine into a super-computer, then you'll still welcome a look at two of the hottest productivity software packages available. Everyone's favourite file manager, *Directory Opus* is finally upgraded and a brand new relational database that's easy to use and feature-laden hits the UK market. So prepare to immerse yourself in total Amiga seriousness.

GRAEME SANDIFORD

REVIEWS

CYBERSTORM 87
Based on the frighteningly powerful 68060 processor, the Cyberstorm could well hold the secret to the Amiga future. John Kennedy plugs it into his machine, subjects it to all manner of rigorous tests and boldly proclaims: "I've got the fastest Amiga in the world!"

HIQ POWERSTATION 92
Expanding your Amiga has always been a tricky problem and the choice of expansion routes has just gotten bigger with the addition of the PowerStation from HiQ. It doesn't give you any more Zorro slots, but will it provide you with a long-term expansion solution? Graeme Sandiford finds out.

DIRECTORY OPUS 5 97
Directory Opus 4 has been the most highly-regarded Amiga utility for years now, so the arrival of *version 5* is eagerly awaited. We put Mat Bettinson on the case, to find out whether *Opus 5* can fill its predecessor's shoes.

SIEGFRIED ANTIVIRUS PROFESSIONAL 101
How safe is your Amiga from the deadly threat of computer viruses? Nick Veitch puts the Amiga's latest commercial anti-virus program through its paces to find out if it will give you peace of mind or just a hole in your pocket.

TWIST 2 104
Here's a powerful new German program that is attempting to rid database programs of their grey and dreary image. Graeme Sandiford gives *Twist 2* a thorough going-over to find out if it's more than just a pretty interface.

CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM



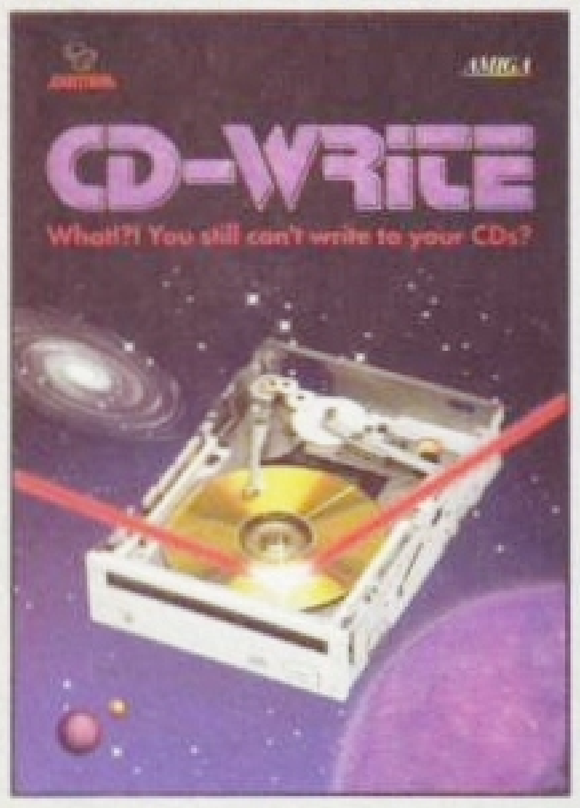
Aminet 5

Aminet CD 5, dated March 1995, consists of approximately 1,1 gigabytes of software in 3600 archives. Since the release of Aminet CD 4 more than 448 MB new software has appeared, since the release of the Aminet Set 1 214 MB new software has appeared. The current edition has a special focus on games, more than 1000 games from Aminet were included. User friendly access software make the Aminet CD 5 a pleasure to use. £14.95



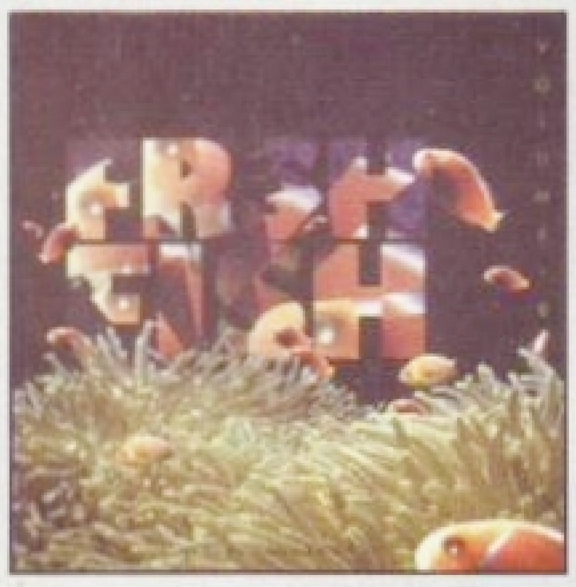
Aminet Set 1

Aminet is the world´s largest collection of freely distributable Amiga software. Up to 10.000 users access the vast archives ervery day and countless programmers publish directly via Aminet. Until recently access to Aminet was restricted to international network users. With Aminet Set 1, consisting of 4 CDs, the complete archive is published the first time. This CD-ROM-collection, which is dated January 1995, offers an almost inexhaustible reservoir of top-value Shareware. A wide variety of programs is included: Applications, Games, Demos, Pictures, Mods, Animations, Developer-Material, ... It contains approximately 4 gigabytes of software in 12.500 archives and you will enjoy the comfortable user-interface. £29.95



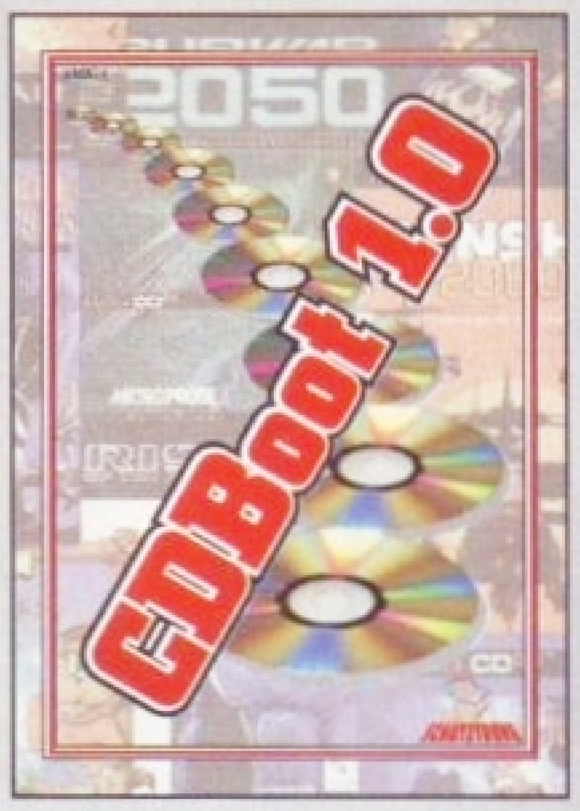
CD-Write

What!?! You still can't write to your CDs!? CD-ROMs have long been an essential part of Amiga computing. Many users already own a CD-ROM drive, and the number of software packages available on CD is increasing steadily. Until now, though, it was not possible to write to CDs. We have solved this problem with our new revolutionary product: Ralph Babel and Stefan Ossowski's Schatztruhe are proud to present what can be considered a marvel of technology: CD-Write enables you to virtually write to CDs with an ordinary CD-ROM drive. From now on, you will be able to write, delete, and modify data on your CDs. This product will take you into a new era, and you will be able to utilize CD-ROM technology to its fullest. £44.95



FreshFish 8

The FreshFish CD-ROM-series, produced directly by Fred Fish, provides Amiga users with hundreds of megabytes of the latest freely redistributable software. Published approximately every two months, each volume is a two CD set containing new submissions since the latest volume, as well as an ever growing selection of tools, libraries, documentation and other useful material that is updated with every release. £29.95



CDBoot 1.0

CDBoot is a fantastic new product that enables you to use almost any CD32 games on an A1200 or A4000 (with AT- or SCSI-CD-ROM drive and any filesystem). You can create a configuration file for each CD, containing information on the Joypad emulation. You can also save the highscore of each CD32 game. The usage and installation of CDBoot is very easy, also for beginners, due to the excellent English manual. Since the compatibility is very high, you can use 98% of CD32 games currently available. CDBoot is an excellent software solution for all Amiga-Freaks, who would like to enter the world of CD32 games! £34.95



FreshFonts II

The FreshFonts II CD-ROM contains 632 megabytes of fonts for almost any computer system. Most of the fonts are freely distributable, except for the Thienen fonts, which are exclusive on this CD. Each of these fonts is included in four different formats: DMF, Agfa IntelliFont, Adobe and TrueType. There are 231 font families on this CD (each containing of up to 8 different styles). They are classified in seven categories: Deco (63 families), Non-Latin (33 families), Pictures (16 families), Sans Serif (29 families), Script (36 families), Serif (36 families), Thienen (19 families). £19.95



Gamers' Delight

This CD contains 40 games for the Commodore Amiga from differing categories. Action, Jump & Run, Card Games, Puzzles, Strategy Games - a whole range of computer entertainment awaits! Gamers' Delight will hold you captivated for hours and guarantees long-lasting pleasure. All games are commercial versions - no public domain & no demos! This CD can be run on any Amiga with CD-ROM drive, CDTV or Amiga CD32 Console with 1 MB free memory and Joystick/Joypad. £29.95



GoldFish 2

Volume 2 of the GoldFish series contains a selection of software, animations, pictures and other material released on FreshFish CD-ROM's between October 1993 and November 1994, with most of the material updated to the latest available versions. All material is included in both archived (BBS-ready) and unarchived (ready-to-run) forms. £29.95



LIGHT ROM

The LIGHT ROM CD contains almost 650 megabytes of 3D objects, images, images equences, scene files, surface attributes, bump maps and textures in IFF and TARGA formats, DEMs, and Lightwave related text files. LIGHT ROM is an invaluable resource for Lightwave users, and as a bonus, includes material for Sculpt 3D and Imagine users. £44.95



Magic Illusions

3D Stereograms on your screen! A new, interesting entertainment is born: Without special aids a three dimensional colourful and fantastic object appears suddenly on a two dimensional strangely patterned picture. The illusion of depth has already stunned millions of people around the world. Now you can view the stereograms at home on your screen! All you need is on this CD. Besides 200 stereograms with varying difficulty, there is software on the CD, which enables you to create your own 3D pictures. £12.95



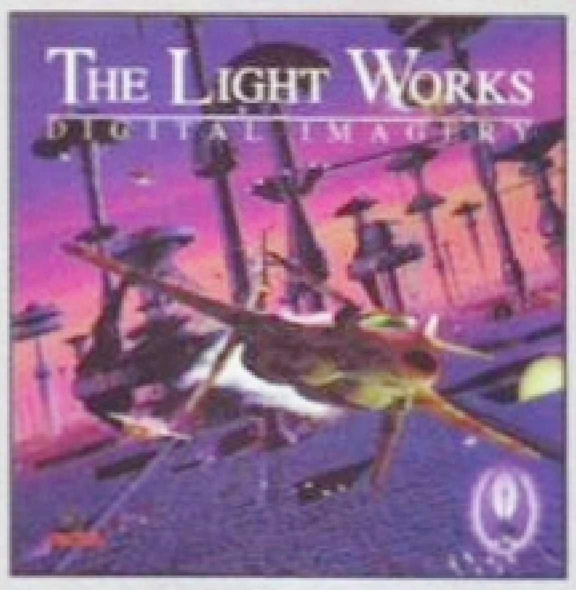
Meeting Pearls Vol. I

Meeting Pearls is the first CD to be published within the concept of „sharecompilation" and includes ca. 600 MB of top quality freeware. Most programmes are already installed or are easily installable on the hard drive via a comfortable script. The following programmes (amongst many others) are included: PasTex (latest version including 600dpi and Fax fonts), NetBSD (archived), more than 100 top-quality fractals, photographs of many Amiga personalities, several hundred installed programmes, many HTML-pages, CD index lists, FAQs, etc ... There are many software packages on this CD-ROM that are defined to be shareware. The acquisition of this CD does not include any fees or donations that might be necessary. We ask you to send the requested amount (see respective documentation) to the particular author if you use these packages frequently. £9.95



Meeting Pearls Vol. II

The *Meeting Pearls* Volume II contains 650 MB of the finest FD software via a special user interface, which has been created to allow you to find the program of your choice with ease. The contents: 35 MB of selected html-pages - 50 MB graphics programs and data -15 MB games - 10 MB from "The Party '94" - 13 MB disk, hard disk - CD-ROM and SCSI tools - 19 MB various other tools - 11 MB educational software - 25 MB terminal programs - 25 MB animations, mainly from Eric Schwarz - 40 MB developer tools (e.g. pre-installed compiler (DICE, Oberon, Modula), Commodore-Includes, GUI-Tools) - 9 MB music programs - 10 MB midi programs - 27 MB pictures - 60 MB texts, FAQs, CD contents files, etc. - 40 MB linux for Amiga - 100 MB TeX installation (PasTeX incl. 600 dpi and fax fonts) - 38 MB movie data base - 50 MB archives for Psion - 18 MB modules - 50 MB NetBSD for Amiga, ... £9.95



The Light Works

Raytracing - A fascinating area of the computer graphics. Pictures from the computer, perfectly rendered, fascinate people all over the world. The Amiga was the first computer to be used for raytracing, and today it is still a leader, with many high quality programs. A real artist of raytracing is Tobias J. Richter from Cologne/Germany, whose detailed objects stun the people. Especially his space ships of famous science fiction films are used to demonstrate the capabilities of a raytracing program. The objects are highly detailed and extremly realistic due to the application of complex surface textures of the models. Until now it was difficult to acquire these objects in order to create ones own scenes or animations. £39.95



The Beauty Of Chaos

Dive into the fantastic world of the fractal geometry and make a safe journey through the depths of the mandelbrot set. This CD includes: 507 mandelbrot pictures in GIF format (256 colors) in the resolutions 1140x890,1024x768, 640x480 pixel, 20 selected true color pictures in TIF-format, Graphic viewers for PC, Amiga and Macintosh (packed). £14.95

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Cyberstorm: The fastest Amiga in the world

Another AF Exclusive

AMIGA GOLD FORMAT

John Kennedy gets the first look at the new 68060 card.



It's an odd feeling having the fastest Amiga in the world. It's kind of a gloaty feeling in a "hi everyone, I've got the fastest Amiga in the world" type of way. Certainly it's a very enjoyable experience, and it's also a good way to get some attention at anorak parties.

The reason my Amiga has suddenly become so fast is due to the most important and overdue enhancement for years: the 68060. Despite delays, and the scrapping of the 68050 predecessor, the latest Motorola is here in the form of a clip-in card for the A4000. The 68060 is

Continued overleaf ➡

THE ULTIMATE PROCESSOR: THE 68060

The 68060 is an incredibly powerful processor. While some systems have moved to RISC (Reduced Instruction Set Computer), the 68060 is the last in the line of the 680x0 family CISC (Complex Instruction Set Computers).

Rather than start from scratch with fast but simple internal instructions, the 68060 adds more and more features to the existing chips and tries to wring as much speed from its code as possible.

The benefits of improving the existing CPU is one of compatibility: all well-behaved Amiga programs will run on the 68060 with little or no alteration. By comparison, moving to a RISC system would involve re-writing the entire Amiga Operating System, and no one is in the mood to do that at the moment (apart from the USENET fanatics of course – good luck, guys).

The 68060 is a lot more advanced than the 68040. The move to 3.3 volt technology means a chip which gives off less heat. Although a heatsink is fitted to the Cyberstorm, it is possible that units for the A1200 might be possible.

⬅ the chip at the end of the hugely successful 680x0 range – the only processors that have ever been a serious challenge to the Intel ones used in PCs.

The card containing this marvel of silicon is the Cyberstorm from Phase 5, well known for their excellent A1200 accelerators. The 50Mhz 68060 is the most advanced 680x0 CPU currently available, and is a huge leap over the now extremely old-hat 68040. By comparison to other 040-based accelerators such as the Warp Engine, modularity is the key to the Cyberstorm's design.

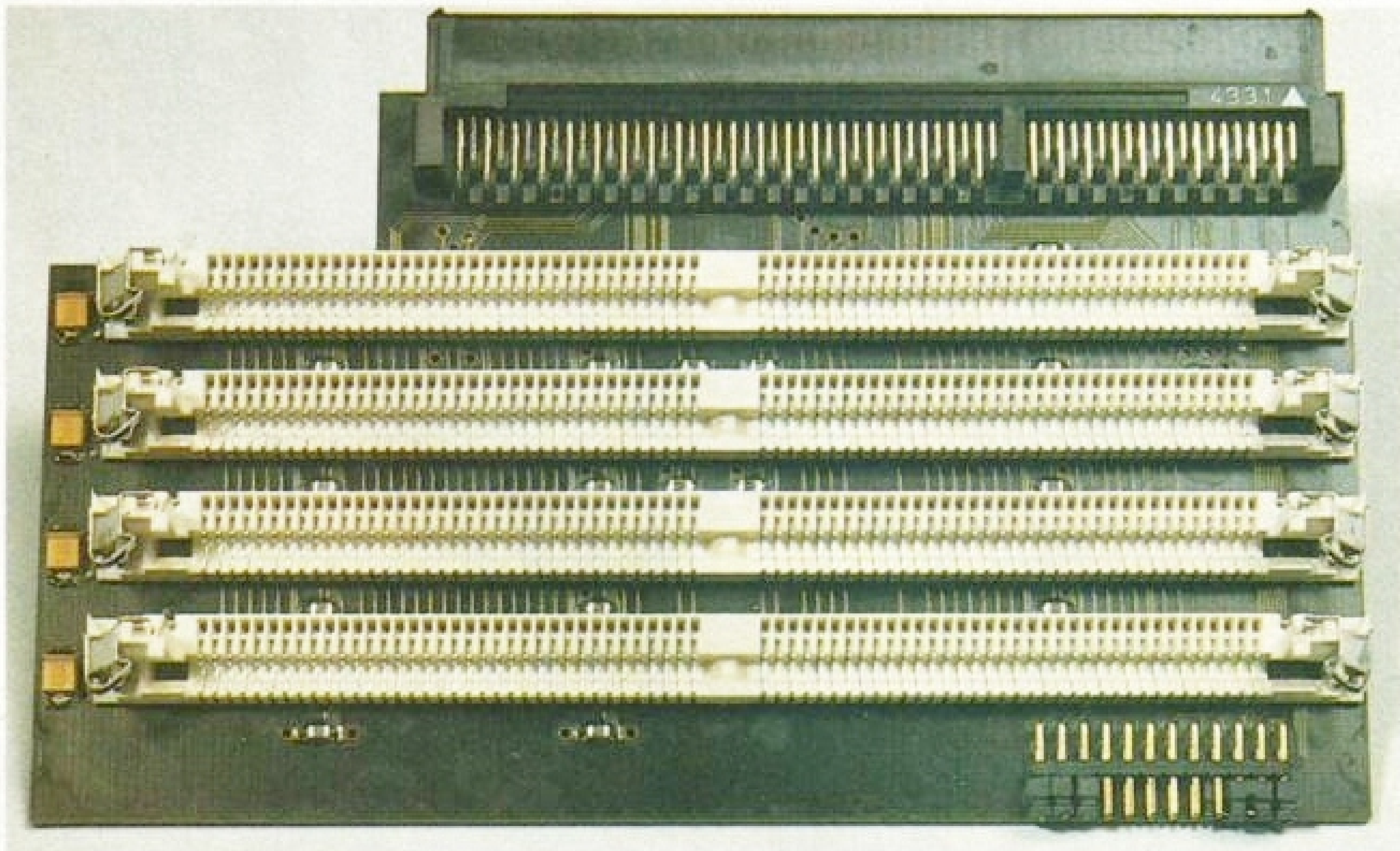
The main Cyber motherboard clips on to the A4000's processor slot in place of the existing CPU module. There are several slots on this board to which you attach the separate processor and memory boards. The processor board contains the 68060 chip, heatsink, power regulator and some logic and clock components. The processor board has its own expansion slot for other peripherals which would benefit from high-speed processor access (cards which have been already announced include a SCSI-2 module for £170, and a multi-function SCSI-2/Ethernet/high-speed serial port for £390).

Although the 68060 has a heatsink and fan attached, it doesn't seem to get particularly hot. The memory card has four SIMM sockets, each of which can have 4, 8, 16 or 32Mb memory modules fitted. Normal 70ns-rated SIMMS seem to work fine, and the sockets themselves are of better quality than those on the Amiga motherboard or the Warp Engine.

Moving any memory from the Amiga motherboard to the Cyberstorm's sockets automatically redresses a flaw in the Amiga's design and removes a large speed bottleneck. Performance increases over standard Commodore 030 and 040 cards are dramatic, and much more than any SysInfo MIPS rating could convey. Keeping the parts of the Cyberstorm separate like this has obvious advantages and makes upgrading a lot easier.

Installing the card isn't particularly hard, and if you remove the front panel and floppy disk bay it is even easier. (Fitting it in the Z7 is even quicker and easier, although if you are planning on fitting any expansion modules on to the processor card you'll be forced to do without the Z7's 3.5-inch drive bay.)

The software requires two new libraries to be installed, and some utility programs are supplied to take advantage of the 060's extra features.



The separate RAM board has high-quality slots for 4, 8, 16 or 32Mb SIMMS.

BENCHMARKS

The problem with trying to speed test a brand new processor like the 68060 is that there is very little benchmarking software around with which to test it.

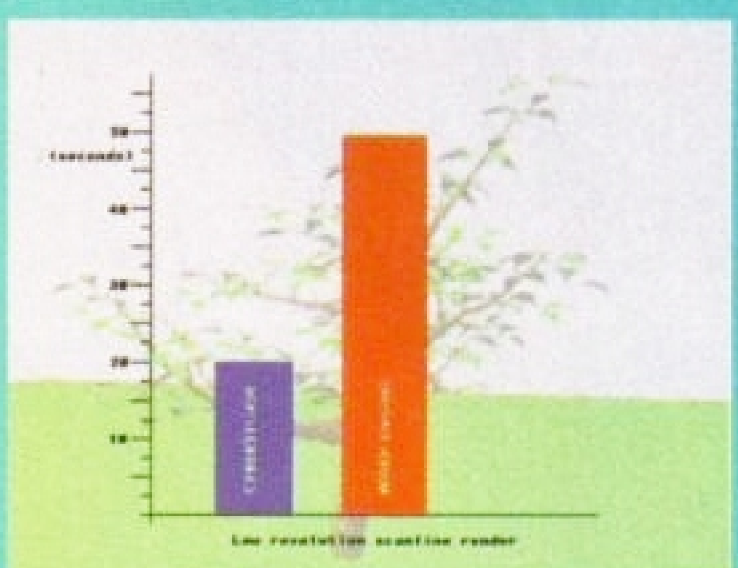
Advertisements claim 80 MIPS, but experience with existing software proves otherwise: see the boxout at the bottom of this page for the results of various test programs, and good comparison with some *Imagine* renders.

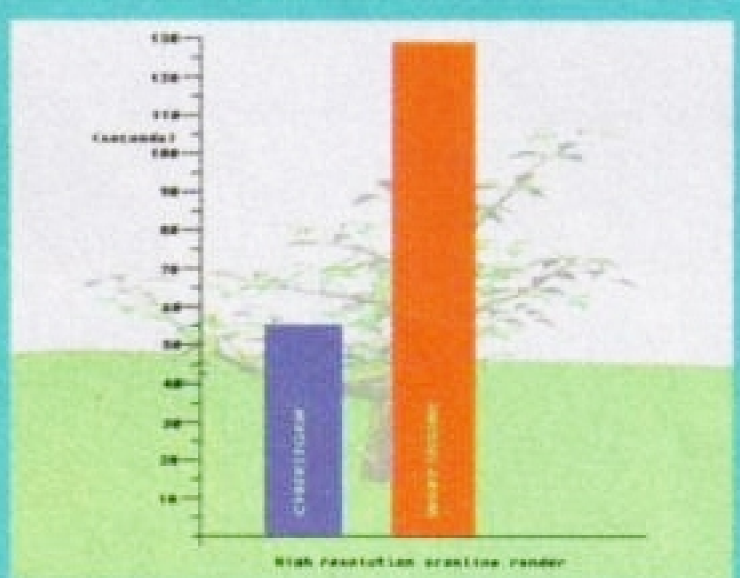
It has to be said that the overall performance was a little disappointing. Not because the Cyberstorm card was slow, far from it, but because the hype surrounding it had led me to believe my Amiga was going to run four times faster than it does with a 28Mhz 68040, and it clearly didn't. Of course, given the choice I would love to hang on to the 68060. Having low-res 24-bit frames render in *Imagine* in less than 10 seconds is something I can certainly live with.

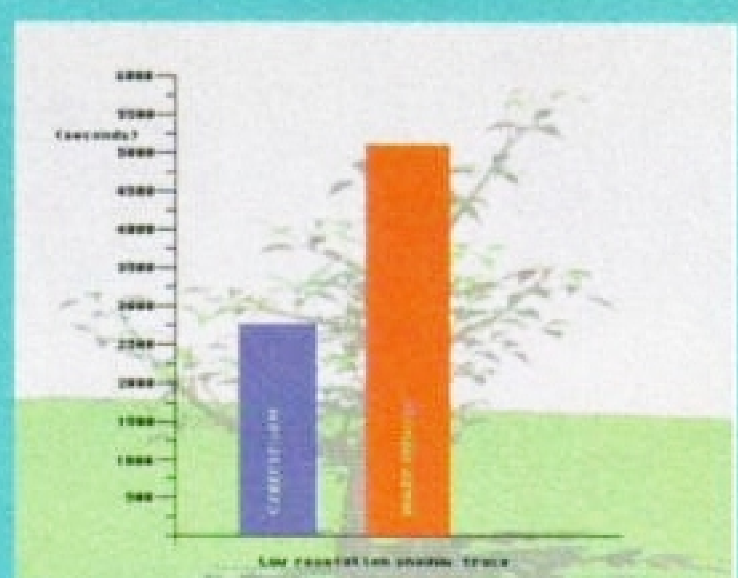
Anyone thinking of upgrading the A4000 to a new or faster 68040 must now automatically consider the Cyberstorm 68060 as well as the other options – particularly the Warp Engine (93%, *AF63*).

The price difference between the Cyberstorm and the Warp Engine isn't as great as you might think. Amazingly the 50Mhz 68060 Cyberstorm is actually cheaper than a 40Mhz 68040 Warp Engine, although its lack of SCSI interface as standard must be taken into account when you work out the costs.

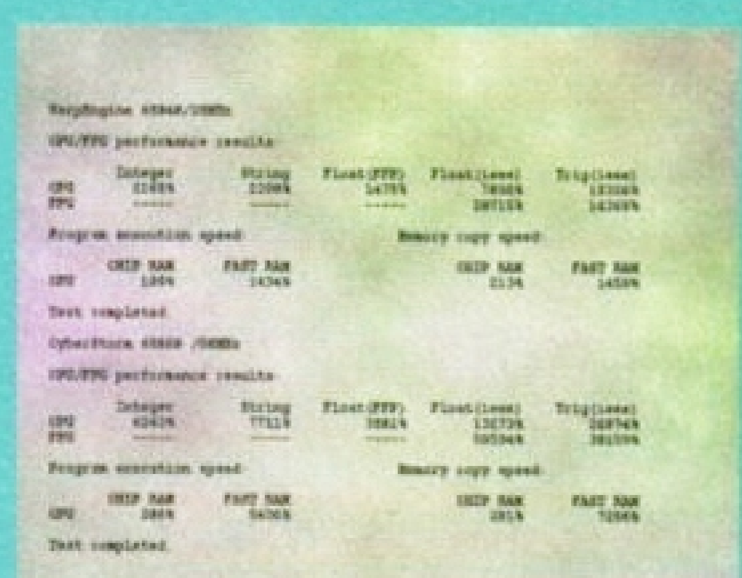
GENERAL PERFORMANCE RESULTS



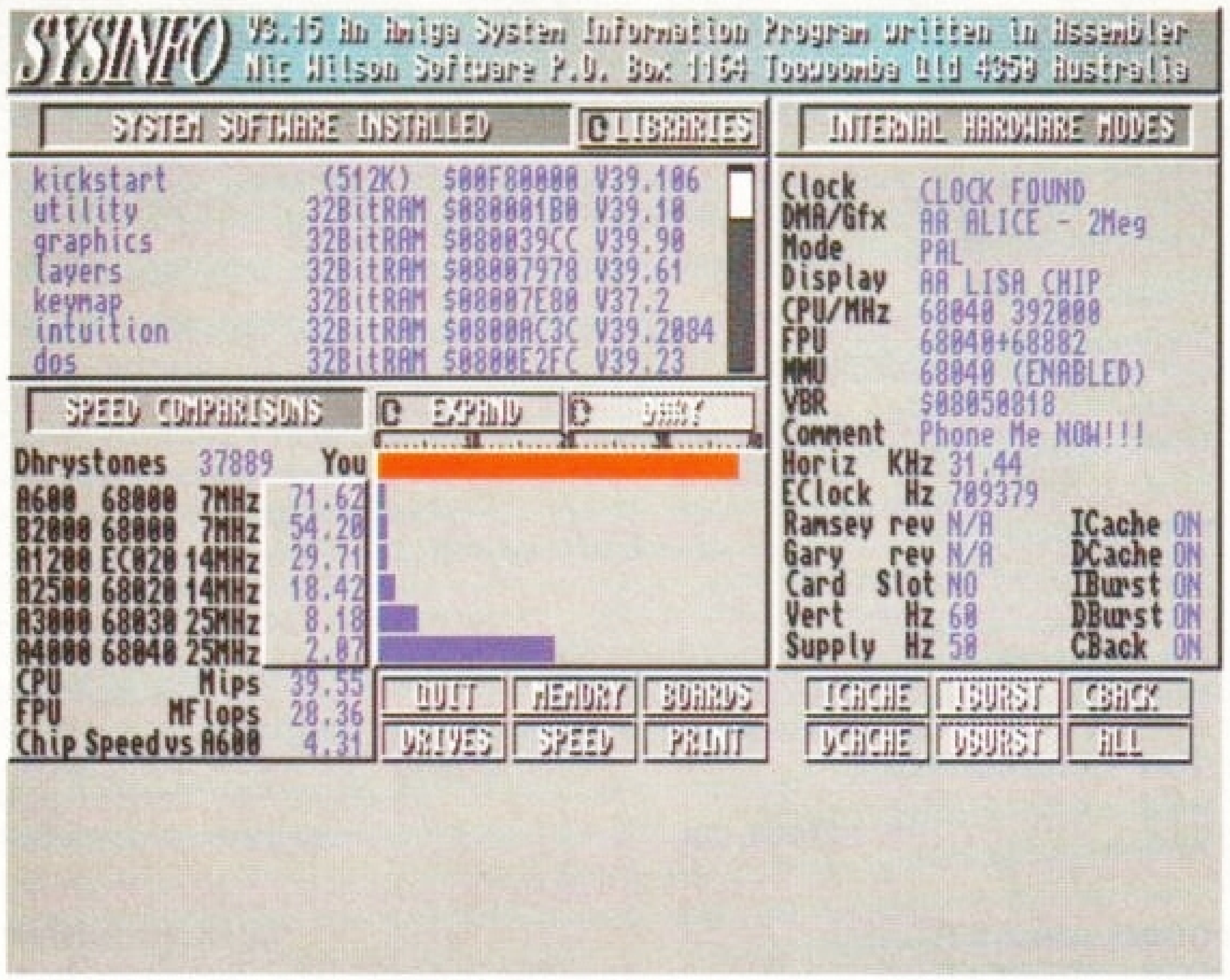


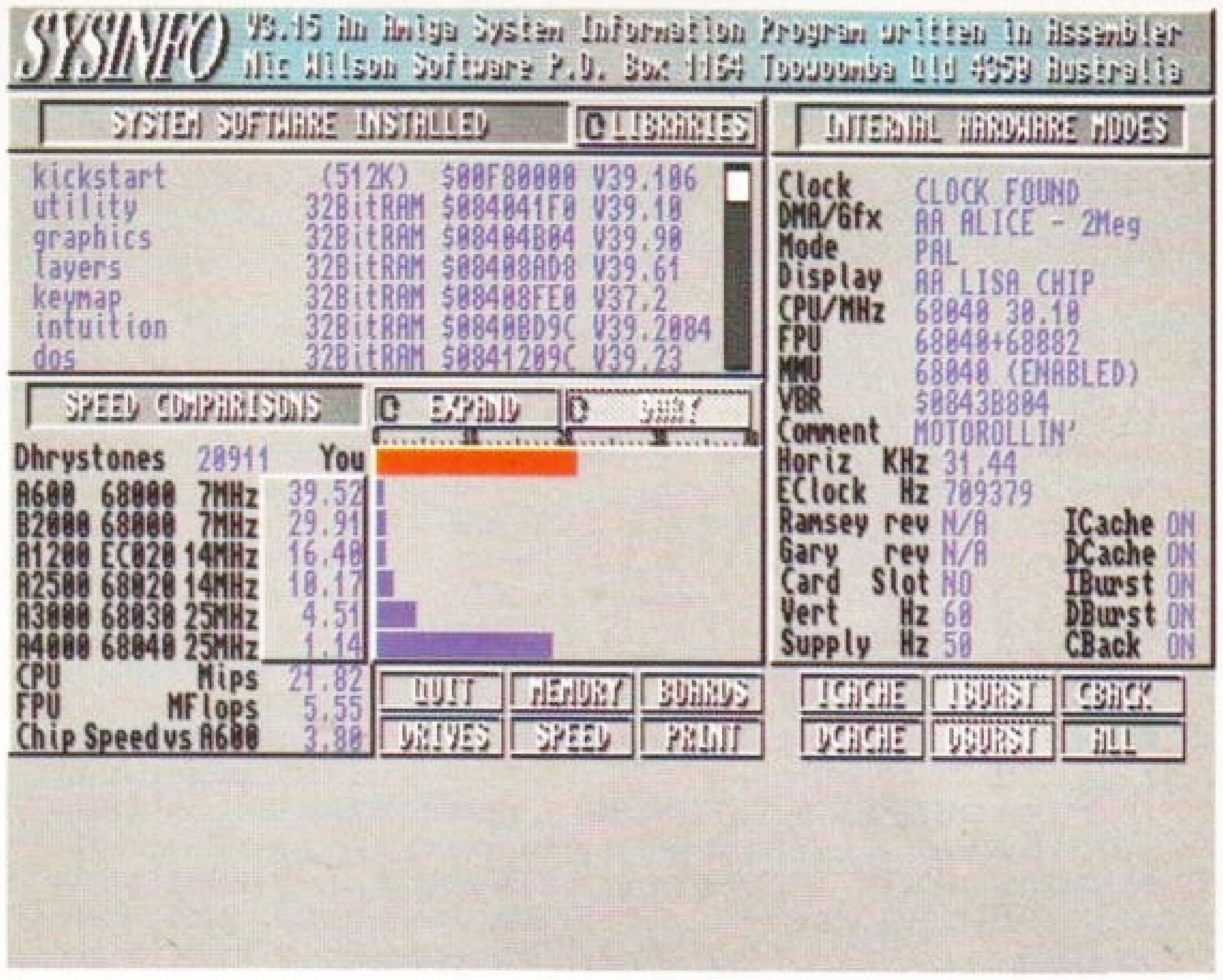


Here are some speed-trials using *Imagine*. The Warp Engine used is a 28Mhz 68040, and it runs about twice as fast as a normal Commodore 680d0 card (because of local memory and a slighter faster processor). The Cyberstorm runs nearly twice as fast again. A standard A1200 would take nearly 16 times longer than the Warp Engine to render these images, and a staggering 30 times longer than the Cyberstorm.



Using a freely available utility confirms the Cyberstorm runs, in general, a lot faster. Basically, it's fast. Very fast. Very fast indeed. Can I keep it?





***SysInfo* gets slated by many folk, but is still a quick and easy way to rate speed (the red bar indicates the machine's general performance). Run this on your system to see the difference. Note that *SysInfo* doesn't know about the 68060 and can't detect it perfectly. Needless to say, the 68060 is the faster processor in the results.**

The 28Mhz 040 Warp Engine looks almost pedestrian in comparison, but remember, these are only rough benchmarks, and benchmarks can be very misleading. Obviously, the 50Mhz Warp would turn in a better performance, but the real speed increase depends quite a bit on what you use your Amiga for.

If, like me, you already have a Warp Engine and make use of the embedded SCSI-2 interface it would be a tough decision as to whether to upgrade or not. If you haven't yet upgraded your A4000 (or Amiga 3000 – the Cyberstorm card should work if you are prepared to butcher the A3000's case), the choice is obvious: buy one as soon as you get the chance.

Let's face it, the only other way you'll ever get to speed up your *Lightwave* renders is to cough up enough money to buy a car and then buy one of the DEC Alpha based Raptor-style workstations.

In a perfect world Motorola would be churning out these chips for next to nothing, and we would all be plugging them into our next generation Amigas. As the next stage of Amiga development, the current speed up is a little disappointing.

The greatest benefit would be obtained from specially optimised programs and operating systems, and the way things are at the moment we can but hope enough of the 68060 cards appear to make it worthwhile.

I am very keen to see if the promised 68060 add-on card for the Warp Engine ever appears. I've now used every member in the Motorola 680x0 family. It has been fun watching each new chip coming along offering new facilities and more power.

The Motorola 68060 chip is the end of an incredible line, and it's a great way to bow out. It's traditional to end reviews of this nature with pleas to be allowed to keep the hardware. This time is no different, with the exception that I'm holding members of the Cyberstorm designers' family hostage until they say I can keep this card.

WHAT THE 68060 MEANS TO YOU

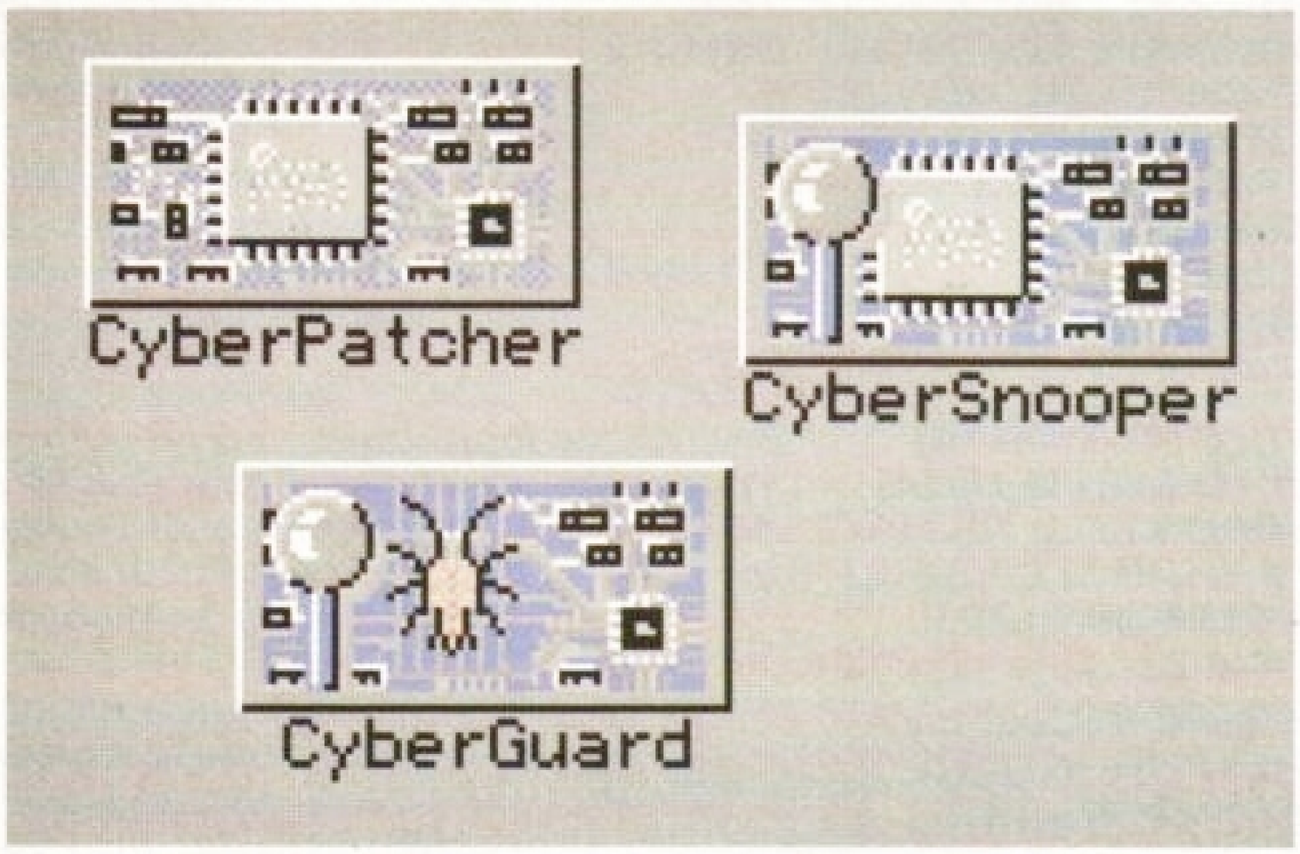
You might be wondering how a £1,000 processor card could possibly benefit your A1200 or A500. First of all, it's good news that it exists at all: proving to the outside world that the Amiga isn't in a technological dead-end while the PC enjoys the benefits of 80585.999 recurring (sorry, Pentium) processors.

Secondly, when the Amiga comes back, it's going to be relying on the 68060 for Pentium levels of performance. Rumours mention the possibility of a new top-end Amiga appearing with this 68060 Cyberstorm card and Cybervision graphics card fitted as standard. It would certainly be one hell of an impressive machine.

Thirdly, the low power consumption of the 68060, and therefore low heat emissions could mean that an A1200 system is possible. Maybe there will be a move to RISC systems at some stage, but for the foreseeable future, this is the Amiga's best hope.

10 YEARS OF THE AMIGA

Many films and TV series have used the Amiga and the Video Toaster to create stunning special effects. Films and series starring the Amiga include *Babylon 5, Robocop, Quantum Leap, Star Trek: The Next Generation* and *SeaQuest DSV*. Steven Spielberg's Amblin Animation company use the Amiga extensively and Foundation Imaging, responsible for the Amiga graphics on *Babylon 5*, won an Emmy for their work.



Cyberstorm comes with three pieces of software: an *Enforcer* look-alike, a patcher to help it cope with FPU instructions, and a snooper to help keep track of naughty programs.

CYBERSTORM 50MHZ 68060

DISTRIBUTOR
Harwoods 01773 836781

PRICE
68060/50Mhz: £999.95
68040/40Mhz: £749.95
SCSI-2 module: £169.95
SCSI-2 module plus Ethernet: £389.95
All prices may vary in line with the Sterling/Deutschmark exchange rate. Please check with Harwoods.

SYSTEM REQUIREMENTS
A4000. May work in A3000 with alterations to case.

QUALITY ●●●●●
Very well made. Clever modular design and high-quality components.

MANUAL ●●●
Reasonably clear, but the 68060 section consists of a few pages stapled on the end and no technical details.

ACCESSIBILITY ●●●●●
The 68060 is largely transparent to software: it just runs a lot quicker.

FEATURES ●●●●●
Modular design means cards and SCSI-2 interfaces can be added bit-by-bit.

VALUE ●●●●
Compared to a 40Mhz 68040 card it is a bargain.

"Not quite as fast as you might hope, but it's still faster than the fastest 68040."

95%

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UTILITY SOFTWARE

IMPORTANT Some of the following programs maybe shareware, and you may have to send a fee to the author to get a full working copy.

PU 207 SID2 + MULTIDOS — transfer files between the Amiga and a PC
PU 663 CROSSMAC — Read/write MAC disks. Shareware
PU 654 APPLE 2 EMULATOR — Shareware demo version
PU 230 PRINTER DRIVERS — Inc latest Seikosha, Star, & Citizen drivers
PU 352 HP 550C & CANON BJ10 DRIVERS — printer drivers and more
PU 357 CANON PRINT STUDIO — A must disk for Canon printer owners
PU 727 IMAGE STUDIO v1.21 — Graphics conversion package
PU 615 TERDS v2.3 — Totally Excellent Random Dot Strereogram
PU 661 AUTOSTEREOGRAM & 3D DOTS 3D — Picture converters
PU 684 STERIOSCOPIC — ...and another 3D Steriogram producer
PU 167 MULTIPLOT — Data plotting program
PU 204 GATORS GRAPHICS TUTORIAL — Super D`Paint hints and tips
PU 447 MINIMORPH — A nice morphing package, plus a good example
PU 726 PRINT-A-CARD — Pics and templates to produce greeting cards
PU 362 SUPERVIEWER v2.4 — Produce a slideshow with music
PU 681 ALIENS — Good picture and animation viewer
PU 713 GFX (A1200 only) — Misc graphics programs

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PU 426 LOCKPICK 2 — Disk copier which may also unprotect programs
PU 551 ASI DISK ARCHIVERS — PackDisk, P-Compress, All2LHA, etc
PU 687 DMS v2.03 — One of the more popular whole disk archiver
PU 700 EXOTIC RIPPER v3 — Now rips out just about any music
PU 697 TUDE — **The ultimate degrader and enhancer disk**
PU 421, 427, 623, and 724 ASI DISK HELPERS 1 to 4 (4 disks)
Includes: Disksalv2, Dcopy 3.1, ReOrg, Scrubber, File handlers, AFCopy, Diskmate,Install Master and Assign Manager. (Useful for HD users) Disk Manager 4.0, Zap v2.44, SuperDuper 3.1, Disk Spare Device 1.6, Cliva 2.0, Big Brother 3.12, Bad Format 4.0, Menu Stay 1.0, Noisome, Purge 2.0, Head Cleaner 37.2, ClickNot 37.3, Guiarc 1.22.: Mformat, AssignManager, Appleser, DiskMaster v3.99 DB v2.0...and more! An essencial selection!
PU 625 SNOOPDOS v 3 — Dos program problem hunter
PU 698 AIBB v6.5 — Latest, get info on your Amiga
PU 708 DISKMON TOOLS v3.0 — A diskmonitor/optimiser
PU 652 AMIGA SYSTEM CHECKER — SysInfo, ClockDoctor etc
PU 064 HARD DRIVE UTILITIES — Backup, fixdisk and more
PU 548 REORG V3.11 — Hard disk organiser/optimizer
PU 564 WORKBENCH MATE V1.15 — HD menu utility
PU 574 DISK SALVAGE v211.3 — May recover deleted/corrupt files
PU 575 POWERCASHE v37.115 — Speeds up access time
PU 576 HD CLICK v2.7 — Clicking menu HD system
PU 660 VMM v2.1 — Use HD as virtual mem. Needs 68030/40 plus MMU.
PU 686 HD GAMES INSTALLER — Installs: Aladdin AGA, Alienbreed 2, Assasin, Bodyblows, Bubble & Squeak, Elfmania, Goal, Isher2, Jungle Strike, MK2, Rise of Robots, Ruff & Tumble, Stardust, Superfrog, Zool 2
PU 721 EPU STACKER v1.70 — Increases HD storage capacity
PU 668 SECURITY v3.71 — Good prog to protect your HD
PU 717 MULTIUSER — Password project your computer
PU 425 MAGIC WORKBENCH — Re-designed workbench, (for w/b 2.0+)
PU 536 MAGIC WORKBENCH EXTRAS — More goodies
PU 704 MAGIC WORKBENCH EXPANSION — ...and more
PU 285 WORKBENCH 3 BACKGROUNDS — enhance your WB 3.0
PU 560 SWERVE BACKDROPS — 256 colour backdrops for WB 3.0
PU 552-4 WALLPAPER — 3 disks of good WB backgrounds
PU 534 FOOTBALL ICONS — Lots of 8 colour icons of football teams
PU 621 ASI MAGIC ICONS 2 — Useful icon creators and tools
PU 714/6 ICON ARCHIVE — A massive 3 disk collection of icons
PU 728 ICONTOOLBOX v2.12 — Icon creation utility disk
PU 291 WORKBENCH HACKS — Fun/useless hacks for AGA machines
PU 496 BLITZBLANK — WB 2.04 + Great blanker. Various FX
PU 683 CAPTIONATOR v2.0 — Improved TV titler. New fx, fonts, etc
PU 705 VIDEOTRACKER 2 — Create your own video epics
PU 706 VIDEOTRACKER 2 AGA — AGA version of above
PU 712 PROTITLER — Excellent shareware video titling
PU 659 SCION v3.13 — Geneology program, appears to be well set out
PU 680 GENIE — Another family history data base
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PE 52 COMMUNICATE — Useful Sign Language tutor
PE 54 ARTISTIX — Superb art package for kids. Recommended!
PE 58 WORD FACTORY — Brilliant spelling program
PE 77 GCSE MATHS — Several lessons and questions
PE 86 KIDS DISK 6 — Includes `Shop` a good money/counting game
PE 90 ALGEBRA & TRIGONOMETRY — For 12s and over
PE 105 10 OUT OF 10 MATHS — Brill demo of the commercial packs
PE 108 CATCH SONG — Family game, guess the song. Demo
PE 109 SPELLTRIS (n1.3) — Educational Tetris Game
PE 110/1 STAR TREK GUIDE (2) — Hyperbook Trek info

BUSINESS

PB 002/3 ANALYTICALC — Superspreadsheet
PB 020 TEXT ENGINE 4.0 — Possibly the best `PD` Wordprocessor
PB 022 BBASE III v1.3 — Comprehensive database
PB 023 FORMS UNLIMITED — Nice program to create Forms
PB 030 MONEY PROGRAM — Flash accounts/personal finance
PB 038 BUDDBASE — Comprehensive database. Great docs for beginner
PB 042 EASYCALC PLUS — Dos 2.0 or higher Spreadsheet
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PB 065 ONFORM v1.3 — Computerised order form for businesses
PB 066 ADDRESS PRINT v4.4 — Address dbase & label print
PB 067 DYSK STIK — A nice disk labeling program
PB 068 OFFICE BOX — Compilation of business programs
PB 069 CHECK IT OUT v1.02A — Excellent accounts package
PB 070 MAXILIFE & SPENDWISE DEMOS — Cash & life!

GAMES

PU 722 F1 GP EDITOR — Change names colours power etc
PG 482 GLADIATORS OF DAGANIA — D&D 3D maze
PG 486 DYNAMITE WARRIORS 2 — Good Dynablasters clone
PG 488 ZYRAD 11 — Collect all the power crystals
PG 489 SUPERMEGA FRUITS — A brill fruit machine demo
PG 490 FEARS(AGA) — Doom on the Amiga. Small but good
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PG 518/9 JINX — A 25 level diamond puzzle Very classy
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PT 158 MIDI FILES — Traditional music in midifile format
PT 159 DELUXE MUSIC INSTRUMENTS — Instruments
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PT 165 MIDICRAFT FREEWARE DEMO — Preview of MidiCraft mag
PT 166 MIDICRAFT FREEWARE DEMO 2 — ..and more
PT 167 A DROP IN THE OCEAN — ...and more
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PT 170 DELITRACKER 2 — Latest version, plus Utils
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PT 172 AUDIOMAGIC 11 — Latest music utilities

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PD 286 WIT PREMIUM (AGA) — Manic rave music, fast flashy graphics
PD 287 ANDROMEDA: NEXUS 7 (AGA) — A must for AGA Amiga!
PD 297 IN A WORLD OF ASCII (Not 1.3) — Very clever indeed. All ASCII
PS 199 3D STEREO SLIDE — Its those freaky 3d pictures

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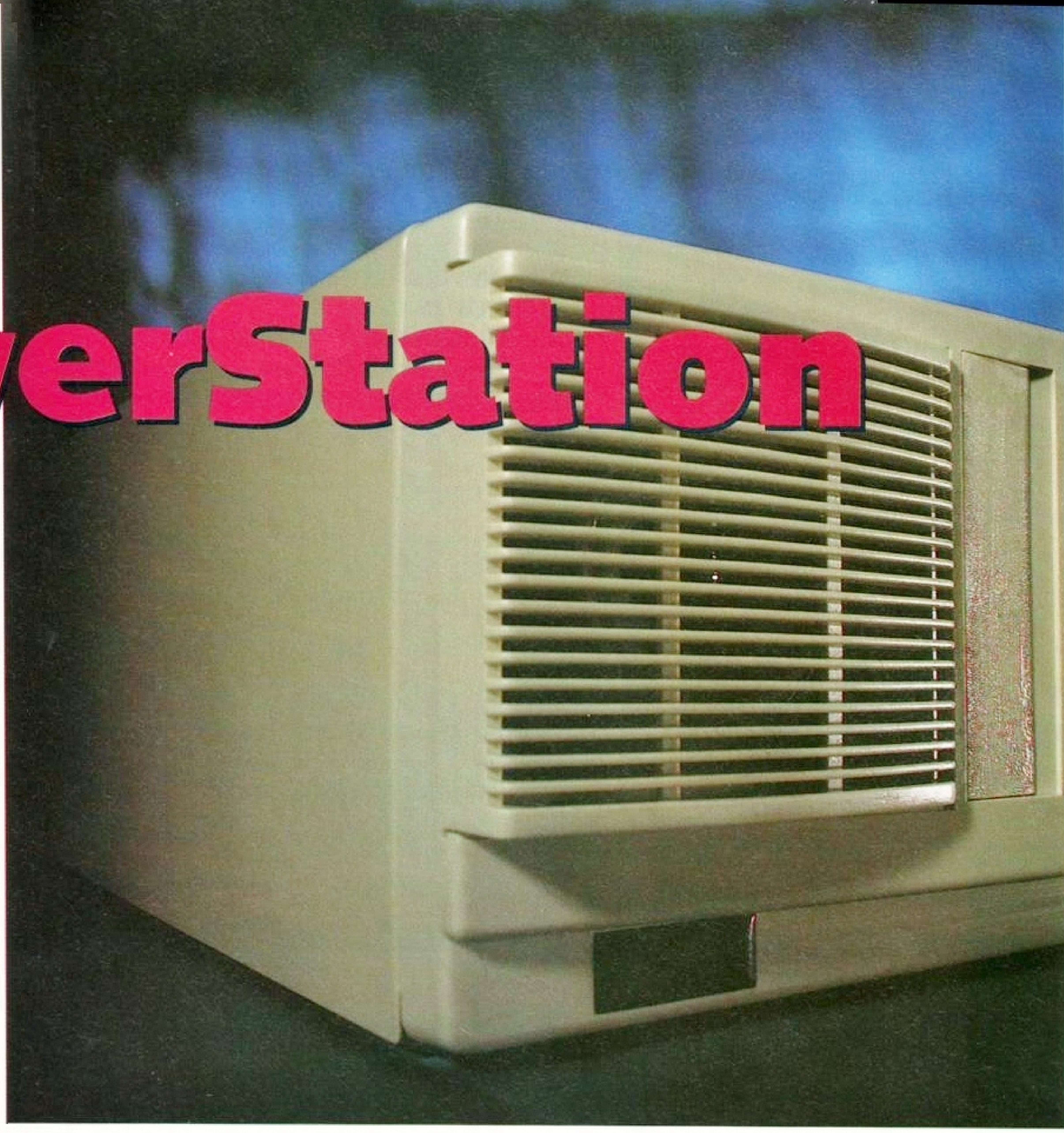
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HiQ PowerStation



Graeme Sandiford gives his A1200 a new image with the HiQ PowerStation.

There comes a time in every Amiga-user's life when they have to reach out and broaden their computing base, to take their system beyond its present limitations. Right, enough sentimental nonsense. Most Amiga-users want their machines to go faster, store more information and to take advantage of new media.

The trouble is, choosing which expansion route to take is far from easy – especially when dealing with the A1200. Until recently there have not been many options for A1200-owners who want to expand their machines. You could add a hard disk, memory, and even accelerators, easily and relatively neatly inside the A1200's casing. However, adding a SCSI interface or a CD-ROM drive was not such a clear-cut decision. Should you buy an accelerator which has a SCSI interface under development and then buy an external SCSI CD-ROM drive, or wait for Commodore to release their CD1200? And what about getting a bigger hard drive?

Then came the Overdrive PCMCIA hard drives and CD-ROM drives and more recently the Squirrel SCSI interface. If you don't already know, the Squirrel (*AF69*, 93%) is an incredible piece of hardware that enables you to connect up to 7 SCSI devices. Now there's another option, made possible by the Squirrel – the PowerStation from HiQ Ltd. Although the PowerStation is primarily of use to A1200 owners, pretty much any SCSI interface-equipped Amiga can be used with it.

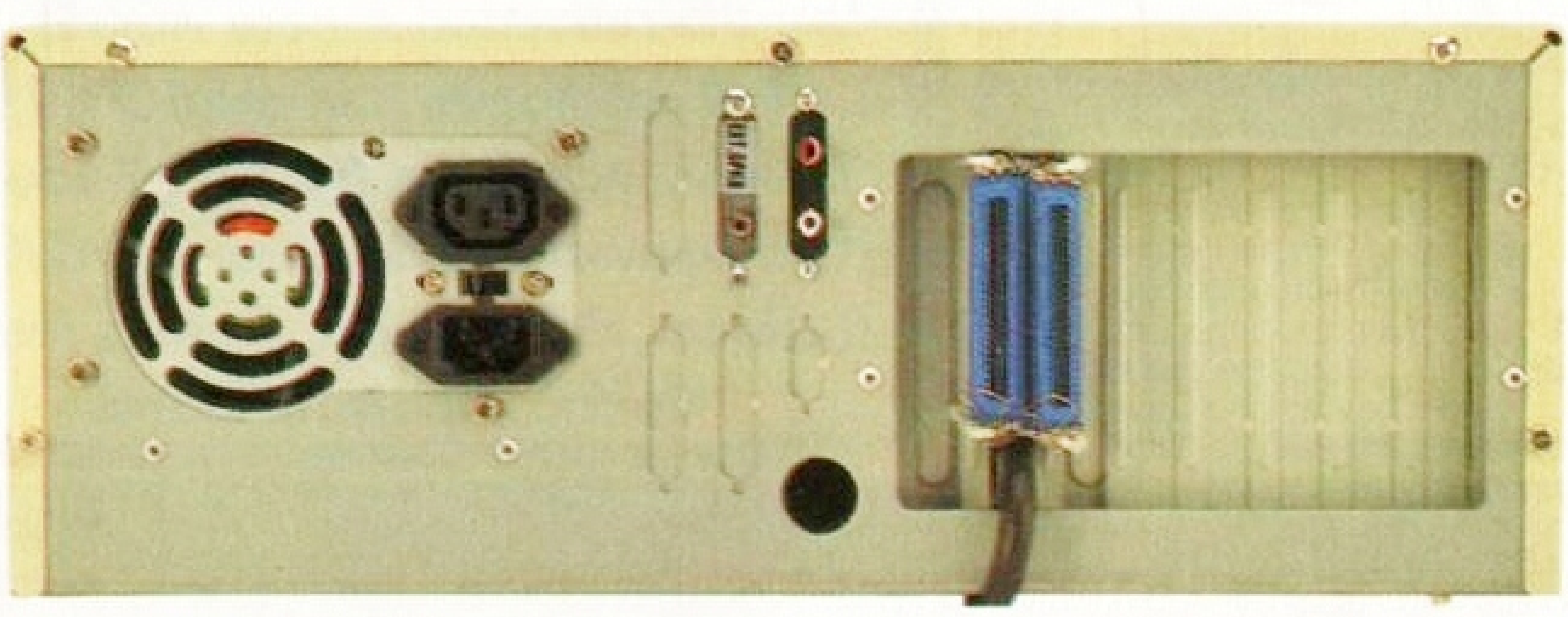
Essentially the PowerStation is a PC casing without the PC. However, unlike the Z5 unit from Ramiga, you don't get any Zorro slots for your A1200. The PowerStation acts as a simple housing in which you place all your hard disks, CD-ROM drives, SyQuest drives, tape drives and anything else you want to (except small pets of course).

So how does it all work? The backbone of the system is the Squirrel which connects your A1200's PCMCIA port to the SCSI connector at the rear of the case. To avoid the need for more than one power lead, the A1200's power needs are met by a thriftily constructed lead which connects internally to a power cable – just like a drive. To power up your machine you just press the power button on the case.

Because there is no need to remove your machine's motherboard, installing the PowerStation is a straightforward and easy procedure. You simply plug in the Squirrel and power lead – the whole process took 10 minutes (most of which was taken up by the software installation).

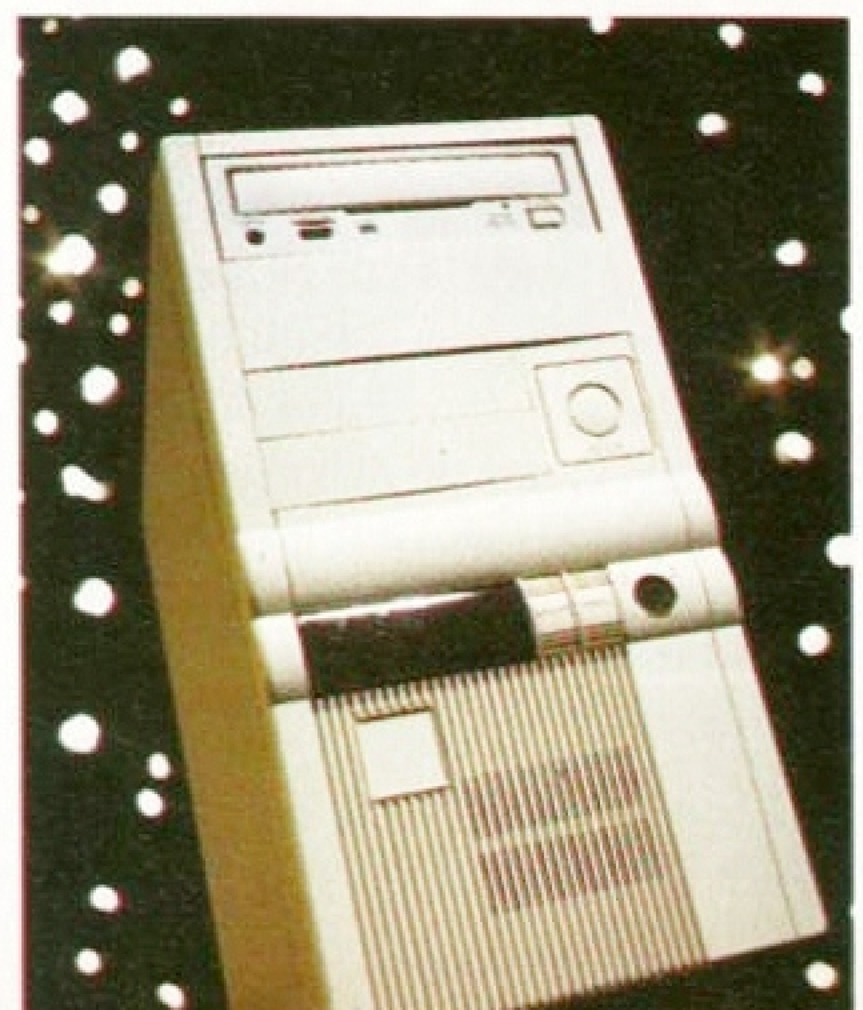
The software has several options and device drivers. This includes software emulation of the CD^{32} to enable you to play CD^{32} games if you have a twin-speed CD-ROM drive. The device drivers that have been supplied include support for IBM-formatted Floptical drives (in 720K, 1.44Mb or 21Mb modes) and IBM-formatted 270Mb SyQuest cartridges. These drivers can simply be copied across to your devs drawer, but you'll probably need to adjust the tool types in order to specify the unit's SCSI ID.

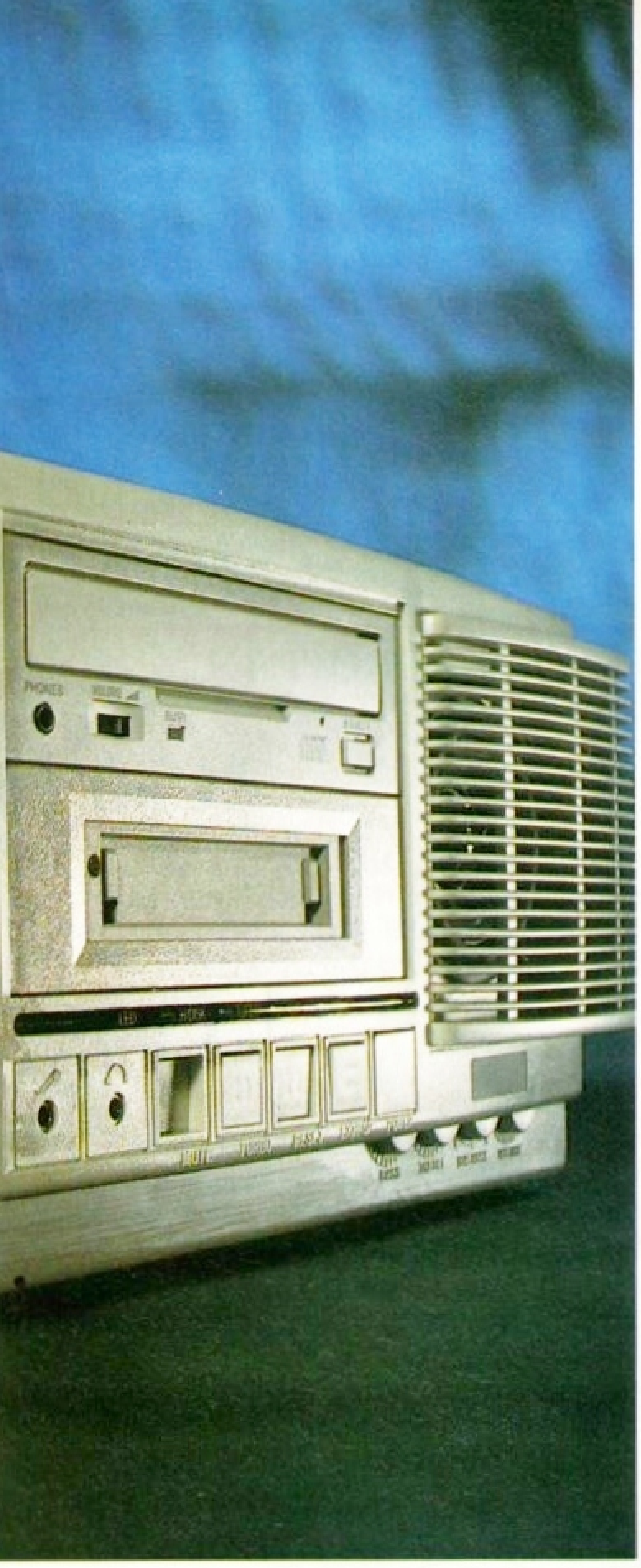
A convenient place to plug in all of your add-ons, the HiQ case has plenty of power, plenty of space and a reasonable price tag.



Dual SCSI connectors at the rear allow the Squirrel to be attached, as well as a passive terminator if you need one.

For the image-conscious, the Tower variant is available, though without internal speakers.







80 watts of evil, mind-numbing music pumped out of these when Graeme brought in a few CDs from home.

So what do you get for money then? Well, it depends which options you go for because there are several configurations available, from an empty box to one full of as much hardware as you can cram inside. In fact, there is a choice of two casings – a Desktop and a Tower version, each of which has advantages and disadvantages.

The Desktop unit can be supplied, for an extra £30, with two internal speakers along with controls for volume bass and treble. The drawback is the accessibility of its five bays – more than enough for most people. Three are accessible from the outside and can be filled with floppy, CD-ROM or SyQuest drives, the other two are ideal for hard disk or other drives that don't need to be accessed regularly. The speakers produce a fair amount of noise (10 watts) with relative clarity, but would have difficulty competing with most hi-fis.

The Tower unit has more bays that can be used for drives that need to be easily accessed – four, with one internal. This is the system the company advise most customers to purchase, although it cannot be fitted with speakers. They suggest that you buy a pair of external speakers for £49.95 – they would wouldn't they. However, the external speakers do add a whole new dimension in sound quality and power. These little cream-coloured boxes are capable of belting out 80 watts of music power. For those of you not into stereo technology, let's just say they are very, very powerful and definitely worth £50.

Both of these cases, complete with power supply, cost £99.95 each. You can also purchase a special PowerStation Pack which includes a twin-speed CD-ROM drive, Squirrel interface and a free CD (*Meeting Pearls II*) and costs £299.95. HiQ can also add a combination of drives from their range to any of the systems. For example, you could add a 270Mb (£149.95), 730Mb (£229) or even a 9.1Gb (£2,000) hard drive.

So those are the options. It's a simple idea, but is the PowerStation good value? You could buy a Squirrel and an external CD-ROM (about £230) or you could buy a PC case and alter it yourself (£40-£90 for the case and £140 for the drive).

Making your own system sounds easy, but you could end up with two blackened cases if you get the wiring wrong. Buying an external CD-ROM drive seems like a cheaper option, but if you add another external SCSI drive you'll have to pay for another case as well, which works out at £90 plus the price of the drive.

The PowerStation is impressive, it's easy to install and highly expandable. If you are a hardware whizz you could make your own. Otherwise, this an excellent solution for long-term expansion.

I AM 10

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Arthur C Clarke is a long-time user of the Amiga. His recent book, *Snows Of Olympus* features *Vista Pro* renderings of the surface of Mars.

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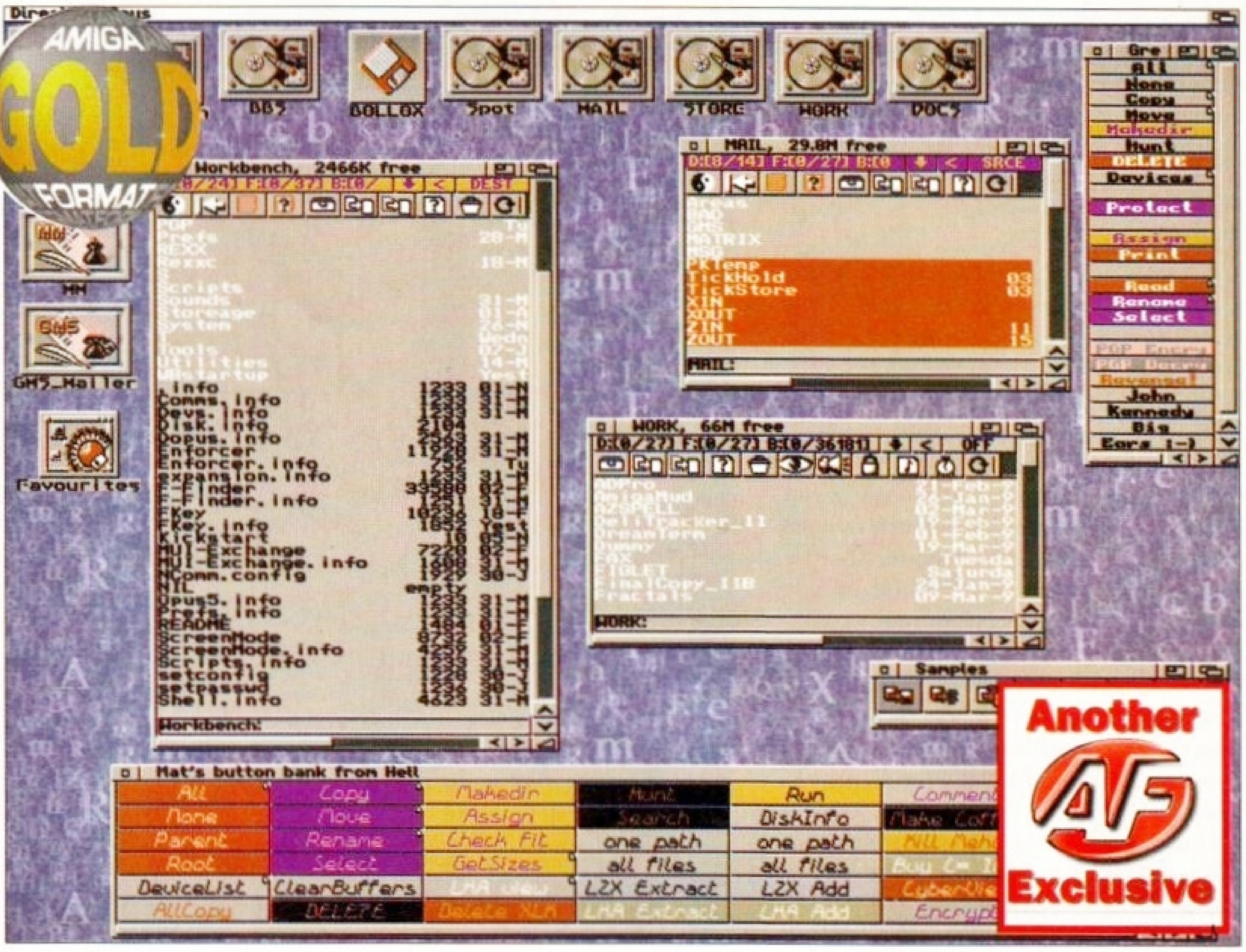
Back in the heady A1000 days, we had to make do with the CLI. Each Kickstart version had something in common in that the Workbench was virtually useless for most tasks. So useless that some people never booted Workbench at all.

All well and good, but tasks like selectively copying a lot of files from one drive to another was very keyboard intensive and with no history key, if you made a mistake in an *AmigaDOS* command you had to type it in all again. Relief came with a program called *CLIMate*.

Here was the traditional split-screen view with the source on one and the destination on the other, that we came to love – click on this file. Rename. Click on a lot. Copy. Ahh yes, it was so much better for everyday tasks.

Later on our liquidated friends improved the Operating System to the stage where Workbench was actually usable for moderately complex tasks. For the first time ever, a group of exclusive Workbench Amiga enthusiasts came into being.

The CLI was also improved and a host of innovative directory utilities became popular. Then along came *Directory Opus*. It too has had a history of revisions but with the advent of *version 4*, there was



My own *Directory Opus 5* screen. Everything I wanted and more.

Directory Opus 5

Directory Opus 4 is widely regarded as one of the best-written and most useful Amiga utilities imaginable. Mat Bettinson discovers that *Directory Opus 5* is even better...

nothing to touch it. Mainly due to the incredible array of configuration that was possible, it was *Directory Opus 4* that scored the highest mark ever to be awarded by *Amiga Format*, equal best with *Lightwave*. In Issue 45 it scored a near perfect 98 per cent. Thus, the stage was set. Could there be a sequel to match?

In December of 1993, development halted on *Directory Opus 4* and some of the alternatives began to rival the *AF Gold* winner. Little software had caused the stir that the long-awaited (and late) *Directory Opus 5* has caused.

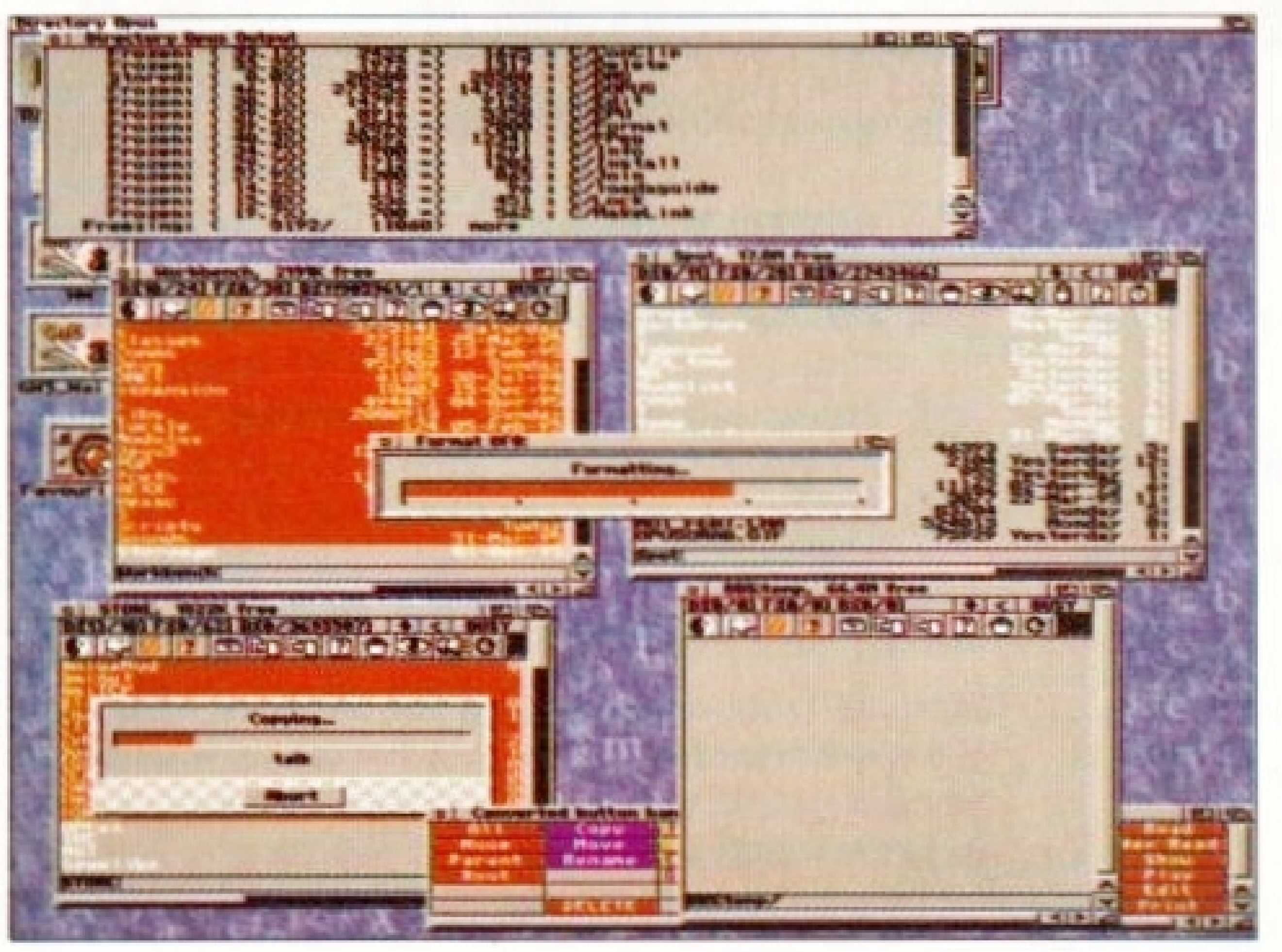
The first time I saw *Opus 5* was at last year's *World Of Amiga Show*. It looked like another Workbench! Dr Greg Perry of GP Soft said: "Click on an icon" while I was looking at the tool bar on this Workbench that said *Directory Opus*.

I clicked on an icon and in a flash I was staring at the window that had popped open. It was a mini lister, the thing that's half the screen on the old style directory utilities. Cottoning on to this, I clicked on several. The screen was quickly covered in overlapping listers! Unbelievable.

Now that I've got to use the program on my machine, I've never ceased to be impressed with its operation. The most incredible thing is that it's actually smaller and faster than *Opus 4*.

Something that needs to be explained is how *Opus 5* works. When you open a lister, it's a completely separate task. Opening another and tying those two listers together as a source and destination allows you to kick off an operation and they'll happily do it while you open other listers and do the same thing.

Even the variety of Preference editors can be launched simultaneously if you feel like a fiddle with the Prefs during a lengthy copy. No waiting, just open another lister and start working on the next task.



This is what I call multitasking! Of the top two listers, a large LHA archive is being created from the left to right hence the output window above. The bottom two listers are engaged in a copy across HD partitions. A disk in DF0: is being formatted too.

Now that we're in the replacement Workbench frame of mind, the rest of the package also fits in perfectly within the theme. Buttons are no longer fixed affairs that live at the bottom of your screen. Oh no, far from it. You create your own button windows completely. Bringing up the Button editor, you're able to add rows and columns of buttons to the desired dimensions. Incredibly, the button window you create has a large resizing range. It's possible to create horizontal or vertical button windows depending on which you chose to start with.

Changing the fundamental layout of the buttons is possible at any stage, even after editing each button to the desired operation and colour. It's also possible to create button windows with images inside rather than just the more traditional text. Many examples are provided, as with the button banks, including a few that are pretty much like the old *Opus 4* layout.

Suffice to say the configuration options are superb. Editing the palette and having precise control over User Pens enables you to use only the screen colour

Continued overleaf ➡

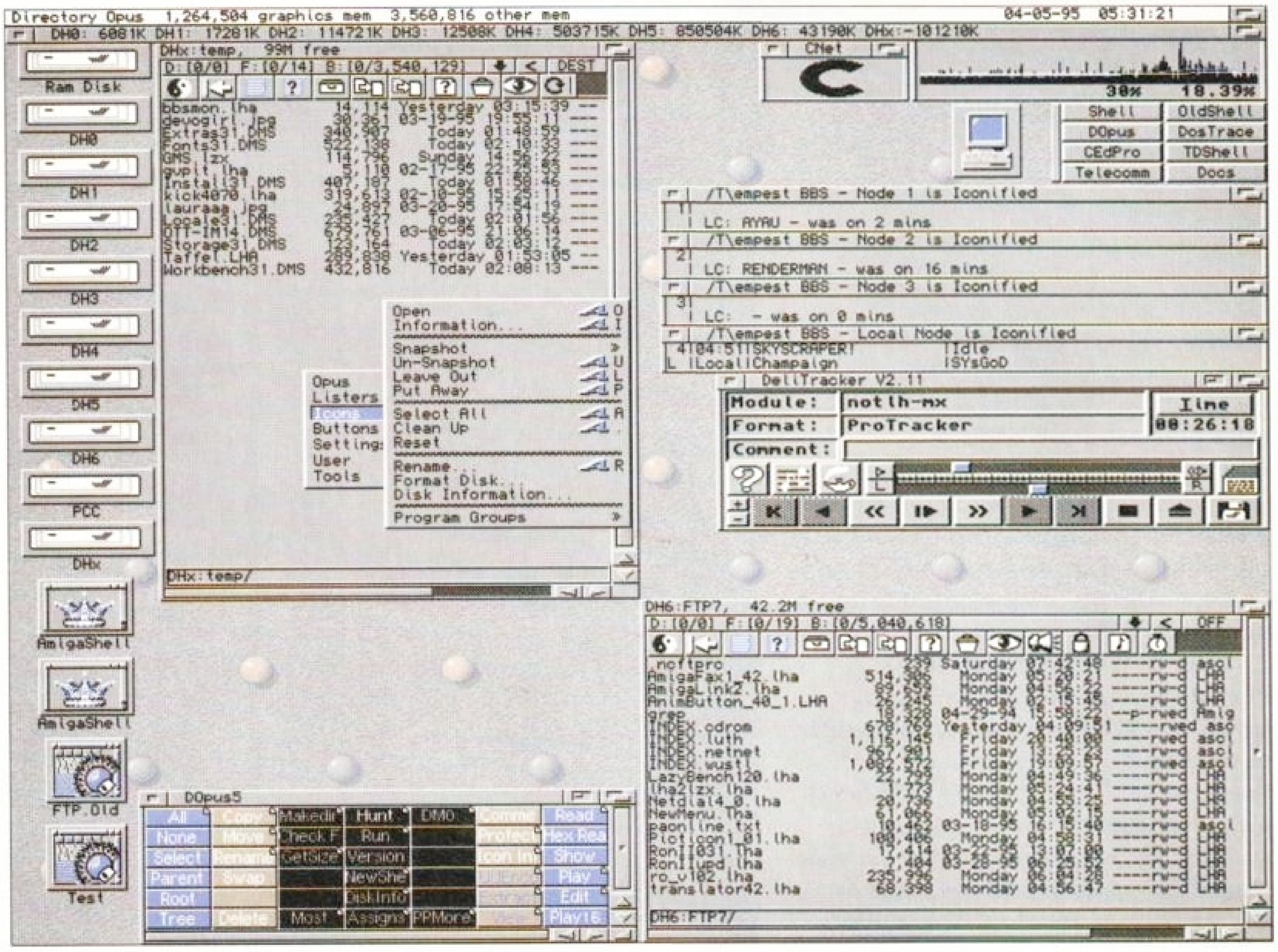
⬅ depth that you need – load your favourite backdrop and you have enough custom-created colours for all your buttons. As with *Opus 4*, there's extensive file-type recognition preferences. Any type of file can be configured to perform a task when used in conjunction with an action.

It's not only the basic method of operation that's changed with *Opus 5*. Every support aspect like the built-in text, graphics and sound viewers and players is improved to the point where I could hardly fault them. Text viewing and loading in is radically faster than *Opus 4*.

The question must really be, will users choose to replace their Workbench or run *Opus 5* as an *Opus* and Workbench double? I choose to run it when I need to. There is certainly little reason to use Workbench unless you really like icons in windows.

Something to remember is that *Opus* is tied to the Workbench now. When you snap-shot the windows and drive icons, this is performed on the actual Workbench too, since they are using the same data. So it's necessary to decide at some point which one you'll be resizing all the time or which one to lose completely.

As far as configurability goes with *Opus 5*, it's obscene. Just to perform one operation there are dozens of ways you could do it – a button, an Image Icon, a menu on *Opus* itself or on the listers. How about a tiny gadget on the listers even? Each operation can consist, as with *Opus 4*, of a multitude of commands which can be built-in or use external programs or *AmigaDOS* or *ARexx* scripts. The listers themselves are incredibly complex but with little touches like the excellent keyboard short-cuts, scrolling around the listers with the right mouse button and changing the drive that a lister is viewing by simply dropping an icon on it, gives you the feeling that you haven't even scratched the surface.

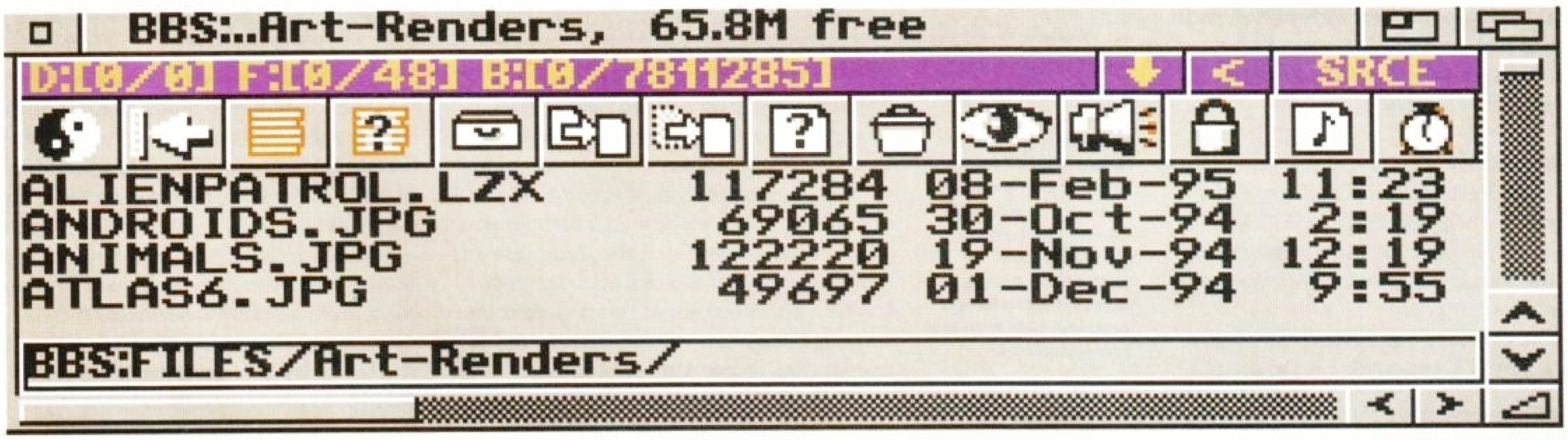


Opus 5 blending into an average Workbench? Nope. It's Opus replacing the Workbench. In this case you can see a module player and some BBS software open on the Opus screen.

Force of habit keeps me returning to the CLI, where my old argument used to be that a multitude of operations could be performed in different CLIs simultaneously. Now this is the case with *Opus 5*. I'm sold. Bye bye CLI!

Being able to discard all the listers when not required gives you a welcome empty screen. Ideal for launching any third-party program to act on the files selected in a lister moments before – no spare public screens eating your memory. GP Soft have elected not to include a

THE ANATOMY OF A LISTER



D:[0/0] F:[0/48] B:[0/7811285]
Info Bar details:
D:[Dirs sel/Total dirs] F:[Files sel/Total files]
B:[Bytes sel/Total nytes]

Down Arrow: pop-up user definable menu. Contains all other features.

Left Arrow: device/cache list. Previous directories. Parent/Root.

SRCE Source/Dest: source/destination/off control. Lock, iconify and edit.

The *DOpus 5* Lister default tool bar gadgets:

Gets a device list in the lister.

Lister moves to parent directory.

Select all files and directories in lister.

Request to enter *DOS* pattern to select files and directories.

Make dir within the dir lister is pointing to.

Copy files/dirs from lister to destination (if it is present).

Move files/dirs from source to destination.

Rename selected files/dirs.

Delete selected files/dirs.

Attempt to display selected files if pictures.

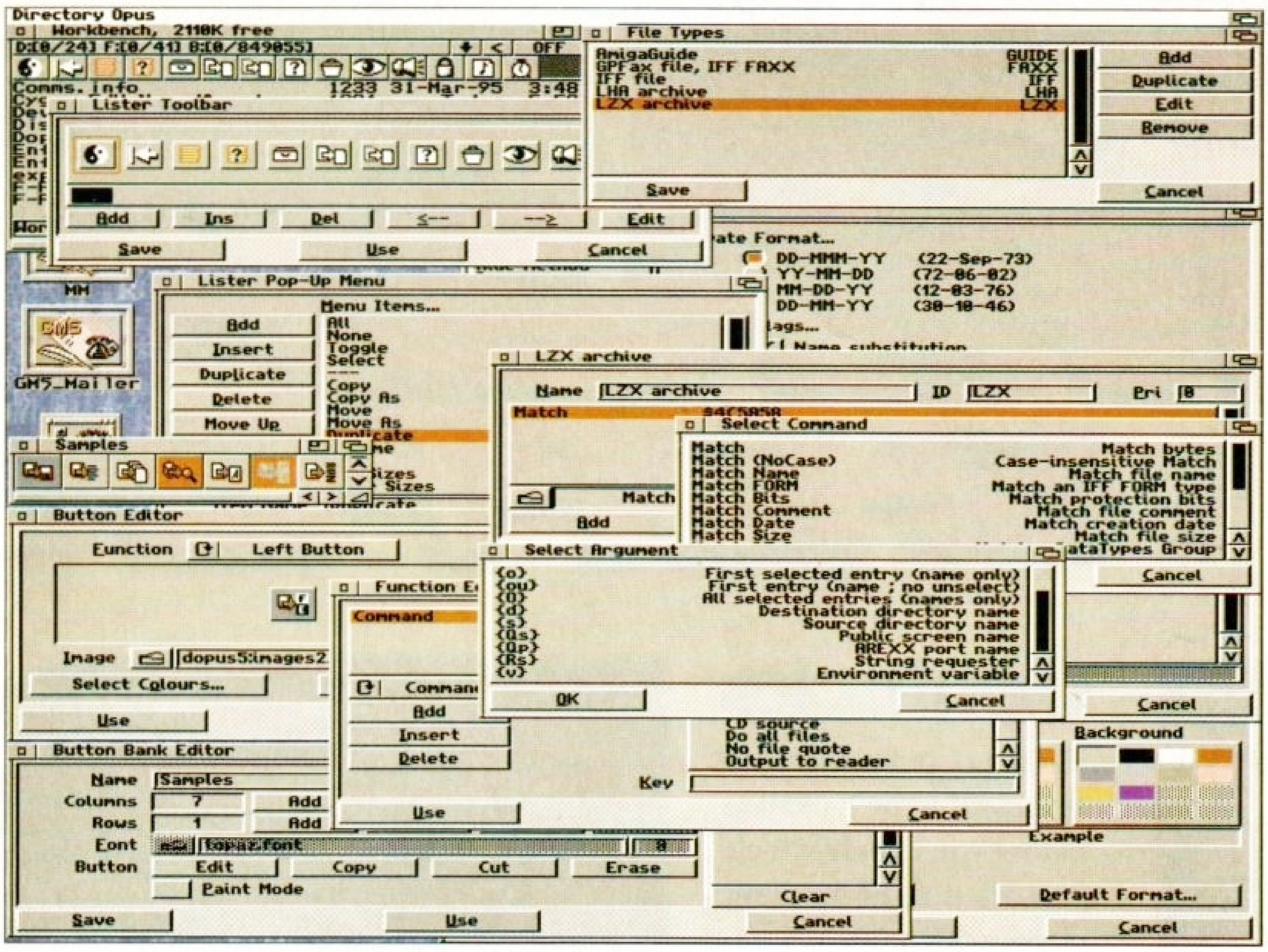
Attempt to play selected files if samples.

Pop-up protection flag edit window

Pop-up file-comment edit window

DateStamp selected files

Note: All these may be edited for different pictures or icons. Even the tool bar can be scrolled left and right if too many gadgets are created to fit in the width of the lister.



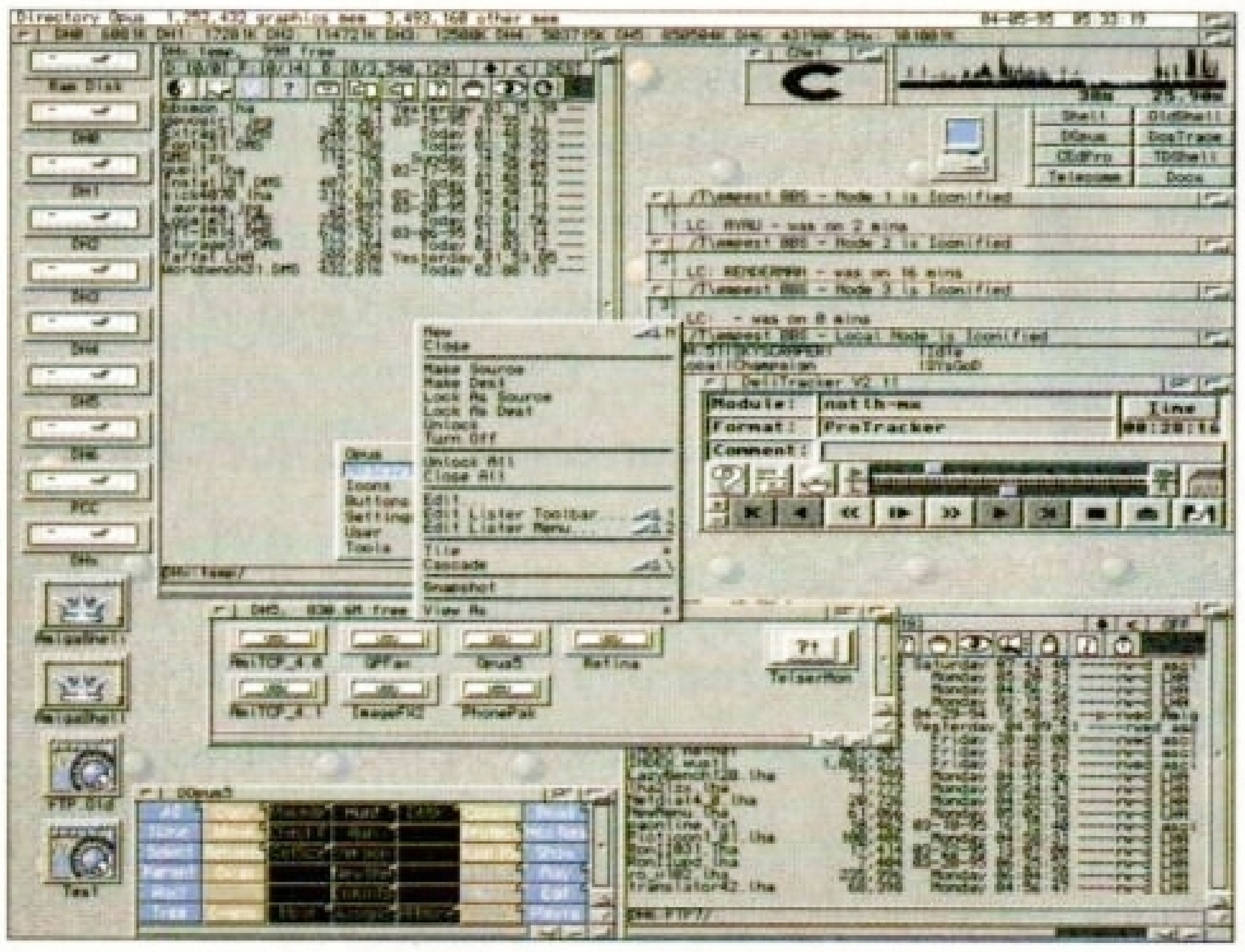
module player in this version. It's easy to launch any PD module player such as *Hippo Player* or *Smart Play* and have them iconify on *Opus* while doing their thing.

A lovely new command function to provide the name of the public screen will help out greatly there. I ran *Opus 5* on a *Cybergraphics* screen in 16-bit 65,535 colours and used *CyberWindows* to display some JPEGs. Incredible! Shame there isn't a *Cybergraphics* screen grabber. *ARexx* enthusiasts will be pleased, *Opus 5* is even more powerful in that area and the multitasking of each lister makes it shine. As usual it won't be long before there's a host of excellent utilities for *Opus 5* written in *ARexx* to perform minor miracles.

The Opus 5 feel is one of understated power. It provides true multitasking and efficiency like I've never felt before. Even the massive About screen is gone, replaced by a nicely animated monochrome logo. The only drawback with *Opus 5* is that it needs more tweaking to be as useful right away as *Opus 4*. You'll have to spend a while setting it up but the potential far outstrips what *Opus 4* could achieve. The upgrade price is so low that *Opus 5* is a necessity for *Opus 4* users who have a taste for more power. If you don't have *Opus 4*, even more reason to pick up this release.

This is how Amiga software should be. It's my public duty to order you all to buy this product instantly.

File classes, actions and user menus are now more powerful than they were in the old *Opus*.



***DOpus5* is much more powerful, but you will need to invest some time in configuring it to your own needs.**

I AM 10 — 10 YEARS OF THE AMIGA

Up to 30 minutes before the A3000 was officially launched Commodore in 1990 were still denying its existence. It wasn't until Kelly Sumner took control of Commodore UK that any pre-release information was given to the press, even though many journalists seemed to know more about what their engineers were working on than Commodore did.

ANOTHER POINT OF VIEW

A number of software packages have been around for a long time on the Amiga. Every so often, new improved versions appear, reflecting genuine advances in programming techniques, or in the Amiga itself. *Wordworth*, *Final Copy*, and *DPaint* are all such programs. *Directory Opus* is another.

Unfortunately, I can't honestly say that software always changes for the better. This is arguably the case with *Directory Opus 5*.

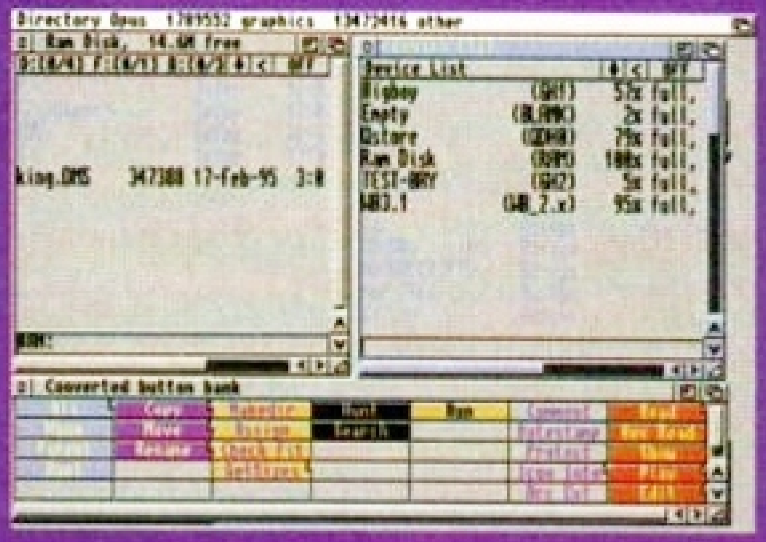
One of the main reasons that the earlier versions were so popular was that they reduced the often complicated procedures of the Shell and Workbench to a simple matter of clicking on some buttons.

With the new version, you can, of course, with not a great deal of effort, set up the program's preferences to emulate the old style of interface, but thanks to the resizable windows and horizontal scroll bars, it can be more clumsy to use.

Also, if you can't display really large screenmodes (like productivity), these buttons and sliders can add to the general clutter of your screen and take up just a bit too much room.

DOpus5 is still an excellent product, with many great improvements – but it may not suit everybody.

Nick Veitch



If you are restricted to a 640x256 screen, some of the features of *DOpus 5* might not be quite so useful.

DIRECTORY OPUS V5

DISTRIBUTOR
Wizard 01322 272908

PRICE
£59.99 – RRP
£29.99 – *DOpus 4* upgrade

SYSTEM REQUIREMENTS
Workbench 2 or better.

SPEED ●●●●●
Considerably faster than *DOpus 4* with file operations, but it takes a while to load complex button banks.

ACCESSIBILITY ●●●●●
You kidding? It's even got wheel-chair ramps! If you don't like how something is done, change it.

MANUAL ●●●●●
Well laid out, easy to read, well indexed and compact. Lovely.

FEATURES ●●●●●
I'm blowed if I can think of something it doesn't do. Hell, it showed me a few things I didn't know I wanted to do!

VALUE ●●●●●
A steal at this price. Even cheaper upgrading from *DOpus 4*. If only all software was this good value.

"The sales blurb says: The power of the Amiga realised. It couldn't be more apt. Essential."

95%

The **essential** magazine for Amiga enthusiasts

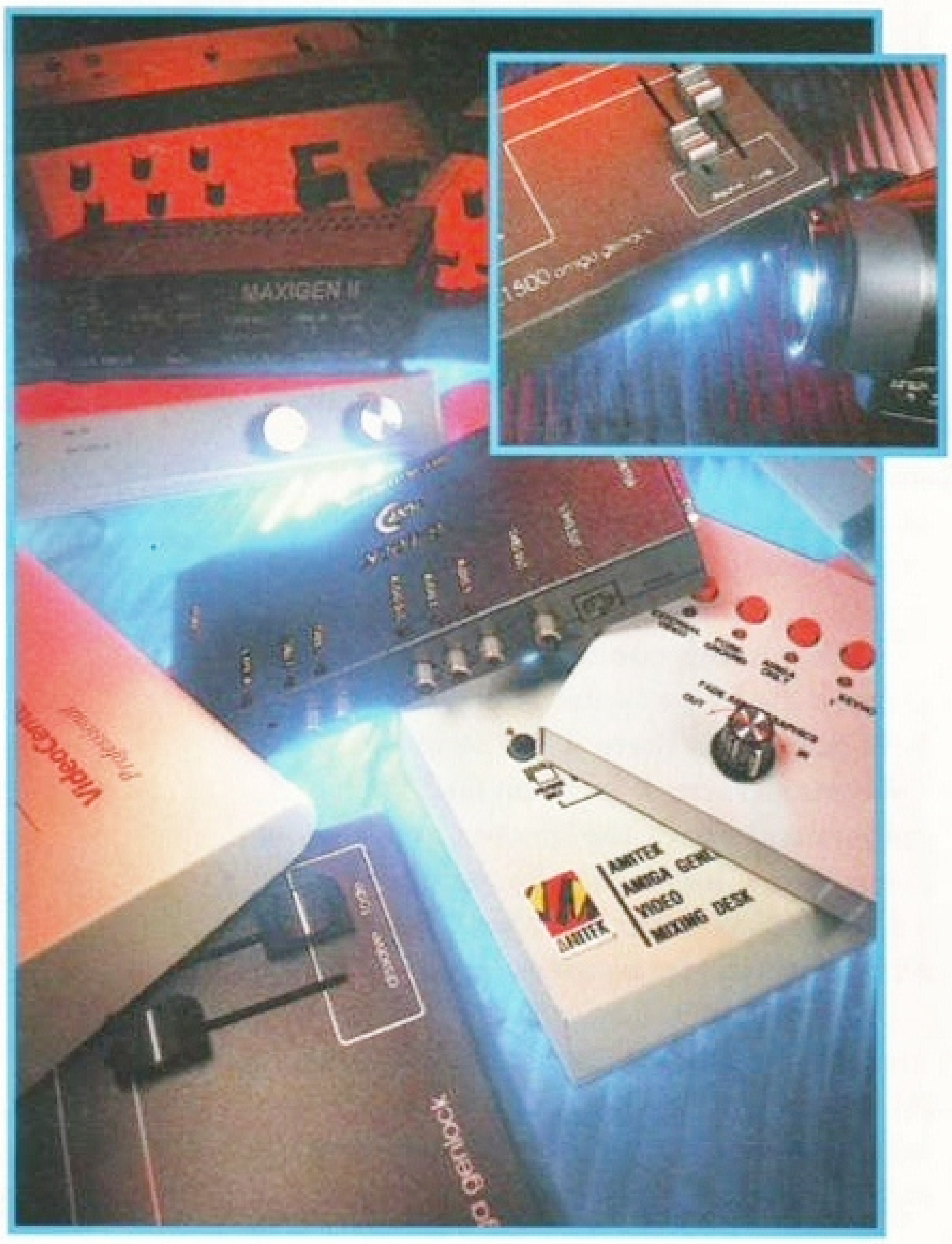
AMIGA SHOPPER



Genlocks

There are many elements that need to be looked at before you decide which genlock is right for your video work – from making sure you have enough room on your desk to accommodate the genlock, to the type of connectors carrying the video signals.

To help you with your buying decisions, we asked Steve McGill to test 12 of the best genlocks around. He tells you which would be the best choice for you.



Happy Birthday!

The Amiga is 10 years old this year. To celebrate, ex-Amiga Shopper editor Richard Baguley looks back over the past decade in the life of our favourite machine.

He takes us through the good times, the bad times, the people and products that have made the Amiga one of the most popular computers ever. Raise your glasses to another 10 glorious years!



Coverdisks

With a special demo version of the 88% AF-rated paint package Personal Paint 6.1 on our Coverdisk 1 this month, you can paint pictures, create stunning animations and process images.

Personal Paint is one of the most useful and powerful paint packages on the market and now you can check it out for free!

And on our ShopperChoice disk we have three indispensible *full* programs – Bartender, Filer 3.23 and Rubbish Dump. Plus, an Imagine object and the usual tutorial files.

June issue **50** On sale **Tuesday, 2nd May**

Siegfried Antivirus Professional

The one thing worse than catching a virus is your Amiga catching one, as Nick Veitch knows too well.

One of the unfortunate claims to fame that the Amiga has is the large repertoire of evil viruses. These started appearing fairly early in the life of the Amiga, and have lingered on in various forms ever since, like Chinese flu.

The early viruses were simple affairs, which just seized control of your Amiga every now and then to display a silly message. More harmful versions followed. Fortunately, they were quite easy to find, and, thanks to the efforts of Steve Tibbet, who produced *Virus-X*, they were not much of a problem. But over the years they have developed into a hazard. Although less prevalent than a few years ago, there are still plenty that can cause real damage.

SAP is aimed directly at users who are worried about viral infection of their life's work. The high-risk groups are people who use disks when they don't know exactly where they came from – PD exchanged with friends, downloaded from Bulletin Boards (although most are very thorough) or accessed over the Internet.

SAP, unlike the popular PD programs, does not remain in the background checking every disk you access and monitoring the system vectors. It is a tool, a program you run like any other, which is designed to hunt and eradicate viruses.

The scan modes are very thorough, and *SAP* includes many features I haven't seen on the Amiga before – like being able to compile a list of filelengths to check for link viruses. You can also compile lists of Checksum values and dates. The possibility of a virus infecting a file without changing one of these is minimal.

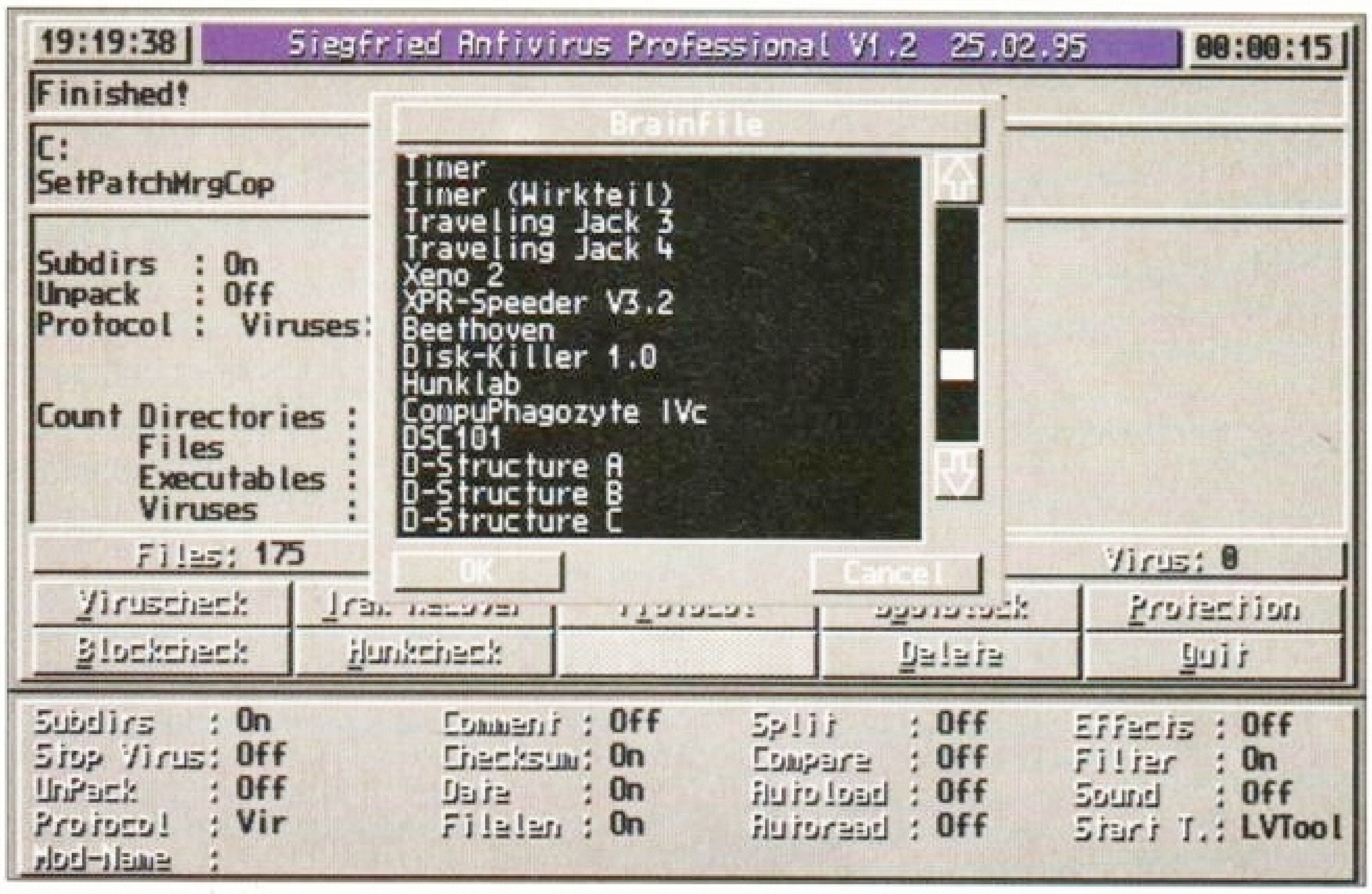
If there was a virus lurking on a disk, in memory or wherever, I would certainly expect this software to find, and quite probably identify it. The brainfiles, a database of profiles of Amiga viruses that comes with the software, detail a great number of viruses that I've never heard of.

The software doesn't need the brainfiles to identify something suspicious, but it gives the program an idea of what virus you have. It can also help identify non-harmful, non-standard bootblocks, such as Viruscope for turning off AGA features, or boot menu programs. Siegfried intend to update the brainfiles, and the manual comes with a list of BBS numbers so you can download new versions.

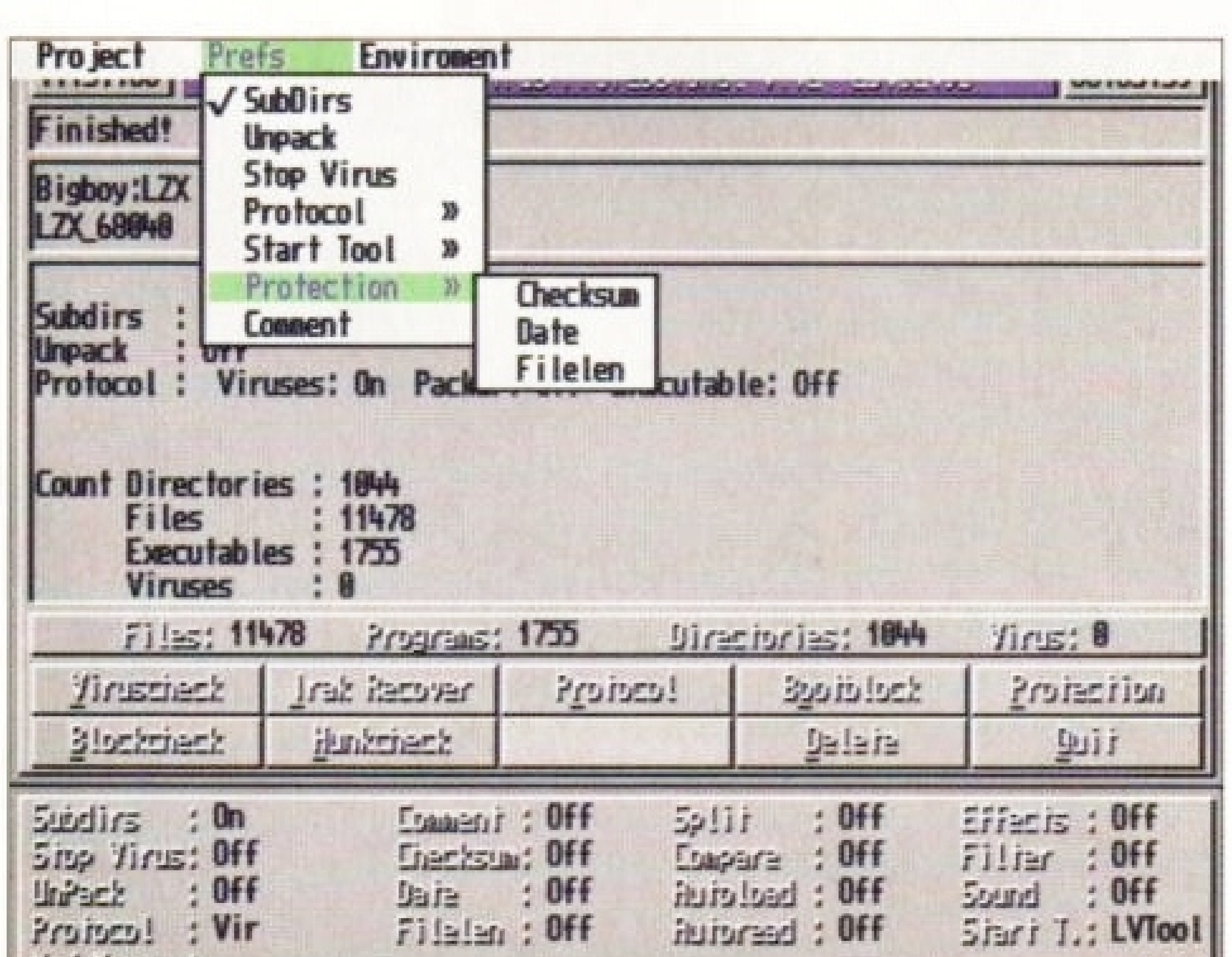
The manual goes into considerable detail about the operation of the software, which isn't as straightforward as it could have been. Neither is the translation, but it is livable with. As well as the standard bootblock check, the link virus scan searches directories, block by block or through each hunk of every code file.

The program is fairly easy to use, but unlike PD programs such as *Virus_Checker* or *VirusZ*, you can't just leave it in the background to protect you against invasion. But it is definitely more thorough than the PD checkers.

SAP is certainly worth considering if you don't enjoy the prospect of losing your software overnight. But it is probably safe to use the PD checkers on a day to day basis, and use *SAP* on new disks.



The *SAP* brainfiles not only identify viruses, but they can also recognise many harmless bootblock utilities.



Keeping records of file lengths and Checksums is a very thorough way of protecting against virus infection.

SIEGFRIED ANTI-VIRUS PROFESSIONAL

DISTRIBUTOR
Siren Software 0500 340548

PRICE
£39.99

SYSTEM REQUIREMENTS
Workbench 1.3 and above. 1Mb and hard drive recommended.

SPEED ●●●●
It rattled through a 1Gb drive in a little over five minutes.

MANUAL ●●●
Informative, although a little difficult to follow in parts.

ACCESSIBILITY ●●●
For simple checking, just click on a button. More advanced use is slightly harder to set up.

FEATURES ●●●●●
Possibly the most thorough virus protection system for the Amiga.

VALUE ●●●●
Considering the BBS support and the wealth of features, this is quite a reasonable price.

"SAP is certainly a program which will be used regularly in the AF offices."

81%

GASTEINER

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For FPU see below

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A 500

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This simms 32 BIT used by Amiga 4000, VIPER, Warp Engine, M-TEC,Blizzard,Cobra 28-40 Mhz, Amitek,Emplant ,Hawk and many more. please phone for more information.

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1Gig	£429

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SCSI Hard drive controller for Amiga A1500 to A4000 with option to upgrade to 8mb ram

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Squirrel	£54
External SCSI case	£69
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	Internal	External
105mb	£179	£248
270mb	£285	£359
88mb	£185	£255
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720k	£30.95	£35.95	n/a
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For A600 please phone !

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1Mb, 2Mb, 4Mb & 8Mb RAM versions available with Optional Extra Floating Point Unit

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BUILT-IN BATTERY BACKED CLOCK

INSTALLATION OF A HAWK RAM BOARD INCREASES A1200 SPEED BY UP TO 3x

- Plugs straight into A1200 trapdoor - No soldering required
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In FLOPS (FLO Point operations per Second) Figures from AIBB version 6.1

Amiga 1200	40MHz FPU 4Mb RAM
1.0	40.27

AMITEK HAWK RAM UPGRADE BOARDS

1Mb RAM No FPU	2Mb RAM No FPU	4Mb RAM No FPU	8Mb RAM No FPU
£99	£129	£189	£329

OPTIONAL FLOATING POINT UNITS
Available with above RAM upgrade boards

33MHz PLCC FPU + CRYSTAL	£59 INC VAT
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1Mb SONY 3½" DELUXE FLOPPY DRIVE FOR ALL AMIGA COMPUTERS



SONY MECHANISM

2 YEAR WARRANTY

TOP RATED CU-AMIGA MAY '94 90%

'Amitek's new disk drive combines an elegant design, high build quality and smooth performance in a very affordable package. Highly recommended'. Jason Holborn - Leading Amiga Journalist

DELUXE FEATURES
The Amitek drive has many deluxe features not included in other drives - check out the competition!

ANTI-CLICK
This feature stops your drive making whirs and clicks when the drive is empty and searching for a disk.

ANTI-VIRUS
This switchable mode stops track 0 viruses infecting the disk while in the drive. Unlike many other drives which have virus killers, this mode can be disabled, allowing some fussy copy protected software to run.

ADD MORE DRIVES
The Amitek drive is also daisy-chainable, so you can add further drives to your system, using very little power from your Amiga.

QUALITY SONY MECHANISM
Amitek took the time to source a mechanism that has all the features, quality and reliability that Amiga owners demand.

Details taken from models available MARCH '94	ANTI-CLICK	ANTI-VIRUS	ROBUST STEEL CASE	QUALITY SONY MECHANISM	TOP RATED CU-AMIGA MAY '94 90%	2 YEAR WARRANTY
AMITEK	✓	✓	✓	✓	✓	✓
CUMANA	–	–	–	–	–	–
ZAPPO	–	–	✓	–	–	–

- HIGH QUALITY 3½" SONY MECHANISM
- STRONG METAL CASING
- BUILT-IN ANTI-CLICK FEATURE
- SWITCHABLE ANTI-VIRUS MODE
- ENABLE/DISABLE SWITCH
- 75MS ACCESS TIME
- DAISY CHAINABLE VIA THRU PORT
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- EXTERNAL PSU NOT REQ'D
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FREE! SCALA HT100 HOME VIDEO TITLING PROGRAM WORTH £49 INC VAT

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NEW

2 YEAR WARRANTY



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MODULATOR **£34** INC VAT - MOA 4200

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POWER SUPPLY FOR A500/A600/A1200 - 1 YR WARRANTY

This power supply is an ideal replacement unit, which can deliver 1.0 Amp on 12V and 4.5 Amps on 5V. More than enough power for a seriously expanded Amiga!

POW 0510 AMITEK POWER SUPPLY UNIT £29 INC VAT

LOADER 1Mb INTERNAL FLOPPY DRIVES FOR AMIGA 500/500PLUS



NEW

2 YEAR WARRANTY

These internal Amitek Loader replacement drives are ideal for users who wish to replace their existing internal drive.

The pack features a high quality internal 1Mb, 3½" drive mechanism for the Amiga 500/500PLUS. All that you need to fit your drive is included, plus an easy to follow fitting instructions and 24 months warranty.

INTERNAL DRIVE **£34** INC VAT - DRI 3600

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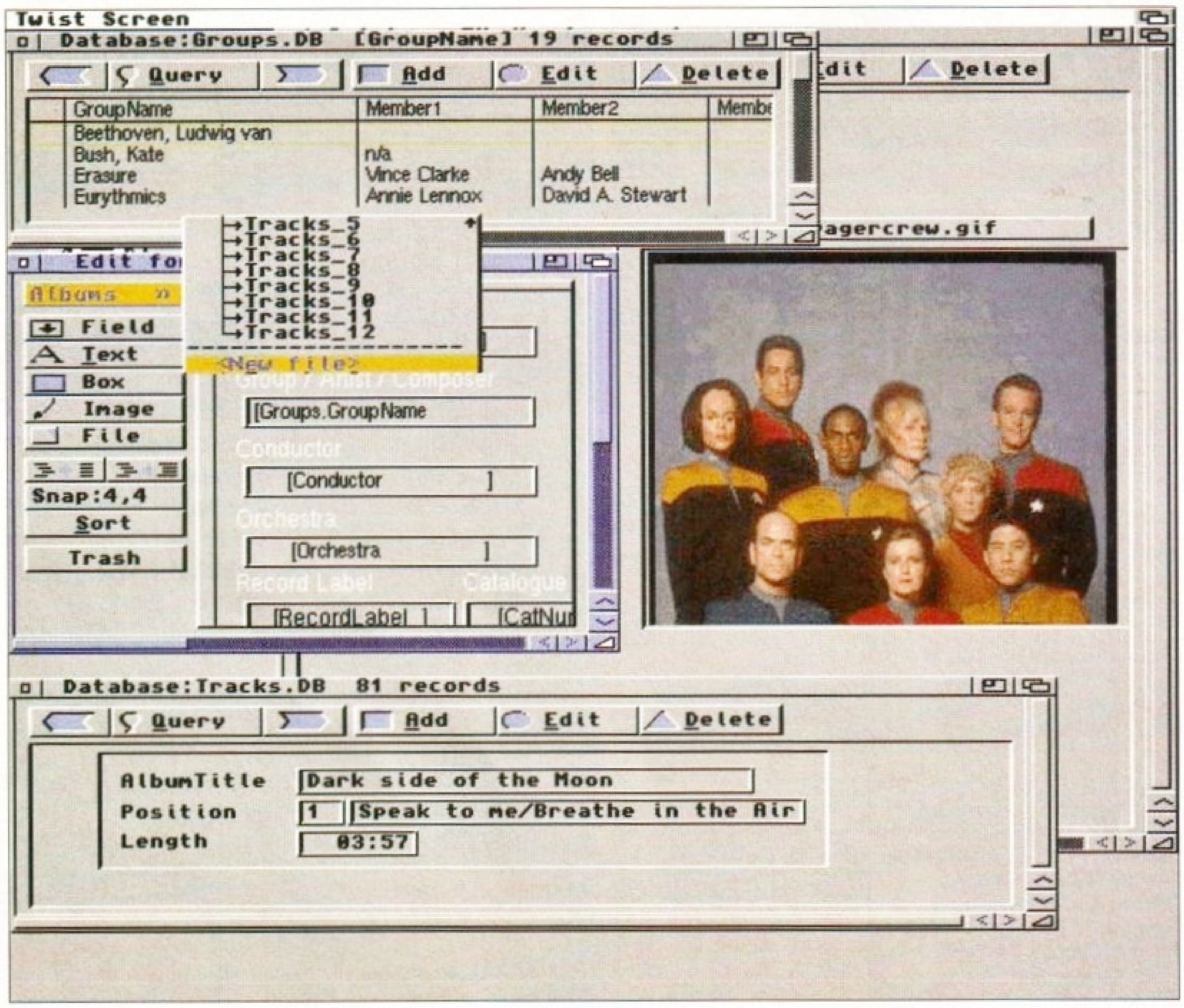
Tel (Work): ....

Which computer(s), if any, do you own?

.... 213P

Twist 2

Graeme Sandiford discovers a new database program that isn't grey, dull and boring, but is a joy to use.



QUERIES

This is a useful feature that can make finding the information you want much easier. It works by temporarily restricting access to a few records.

To determine which records will be included in a query, you can set certain conditions, such as finding all the records which have a value greater than, or equal to a certain figure, or records that share a text string.

RELATIONAL DATABASES

A relational database is one that is linked to another database by one or several fields.

This can be particularly useful when you have several databases with similar contents.

I know what you're thinking, "Argh, not a database review – databases are boring!" Admittedly it's not as easy to get as excited over the release of a new database as it is with a new graphics program. Most people regard databases as horrible little grey things that are simply a method of storing information and something you use only when you have to.

The image of database programs has not been improved upon by the fact that the more powerful ones are horrendously complicated and it can therefore take an age to learn how to use them effectively. It's bad enough having to input all your data in the first place, but having to wade through poorly-written manuals can turn a tiresome task into a nightmare.

Datastore (88%, *AF69*) has gone some way to improving the situation by providing a range of relatively powerful features through an easy-to-use interface. However, despite its ease of use it could still benefit from more power, such as being able to handle and create relational databases.

This is where *Twist 2* comes in. It's an unnervingly-powerful database package that can still be used by people who are not members of MENSA. It has a host of useful features, an interface that is a joy to use and is highly configurable. At this point, you may be wondering what happened to *Twist 1*. Well, the first version of the program never made it to the English-speaking market and was only available in Germany.

Twist's interface is *Intuition*-based and because it follows Commodore's interface design guidelines closely you should be able to get to grips with it in no time at all.

When viewing a database *Twist* gives you two choices on how the information is displayed. You can select Record View, which displays the information in the same layout as defined by the database's form.

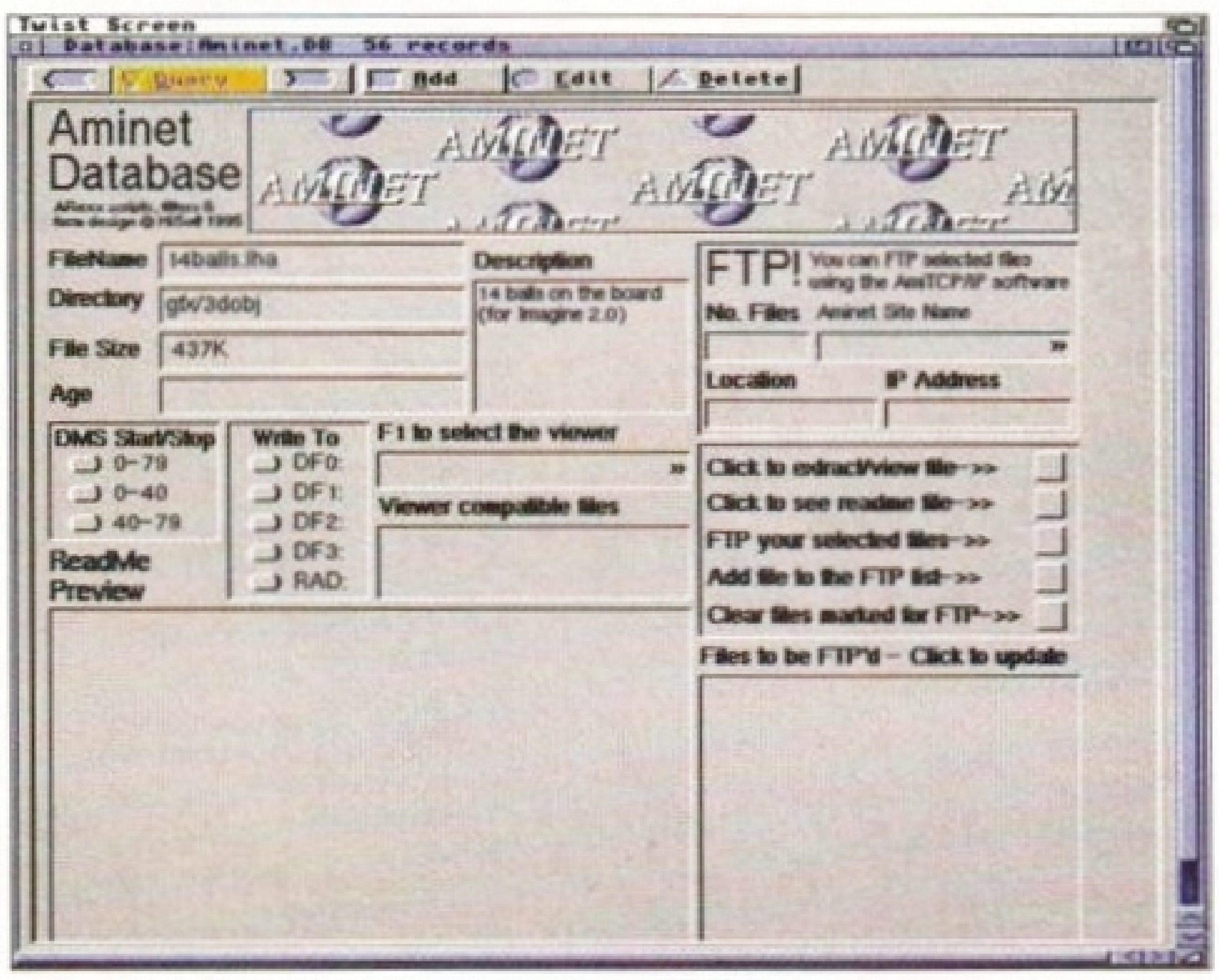
Alternatively, you can make use of the program's List Mode which displays records in the form of a list. The List Mode is a great way to get an overview of several records, but is limited in the amount of information that can be displayed (in this mode you're unable to display images too).

Creating a new database is a relatively straightforward process. As soon as you have selected a name for your database an edit field requester pops up which can then be used to add fields. From here you need only give each field a name and specify its type, such as text, date or numeric. You can also choose to encrypt the database to keep important data from snooping siblings. This creates a basic form – just the fields you have entered in a column. If you want to create a more complicated or visually appealing database – the main reason for buying *Twist* rather than a cheaper alternative – then you need to go to the Form Editor.

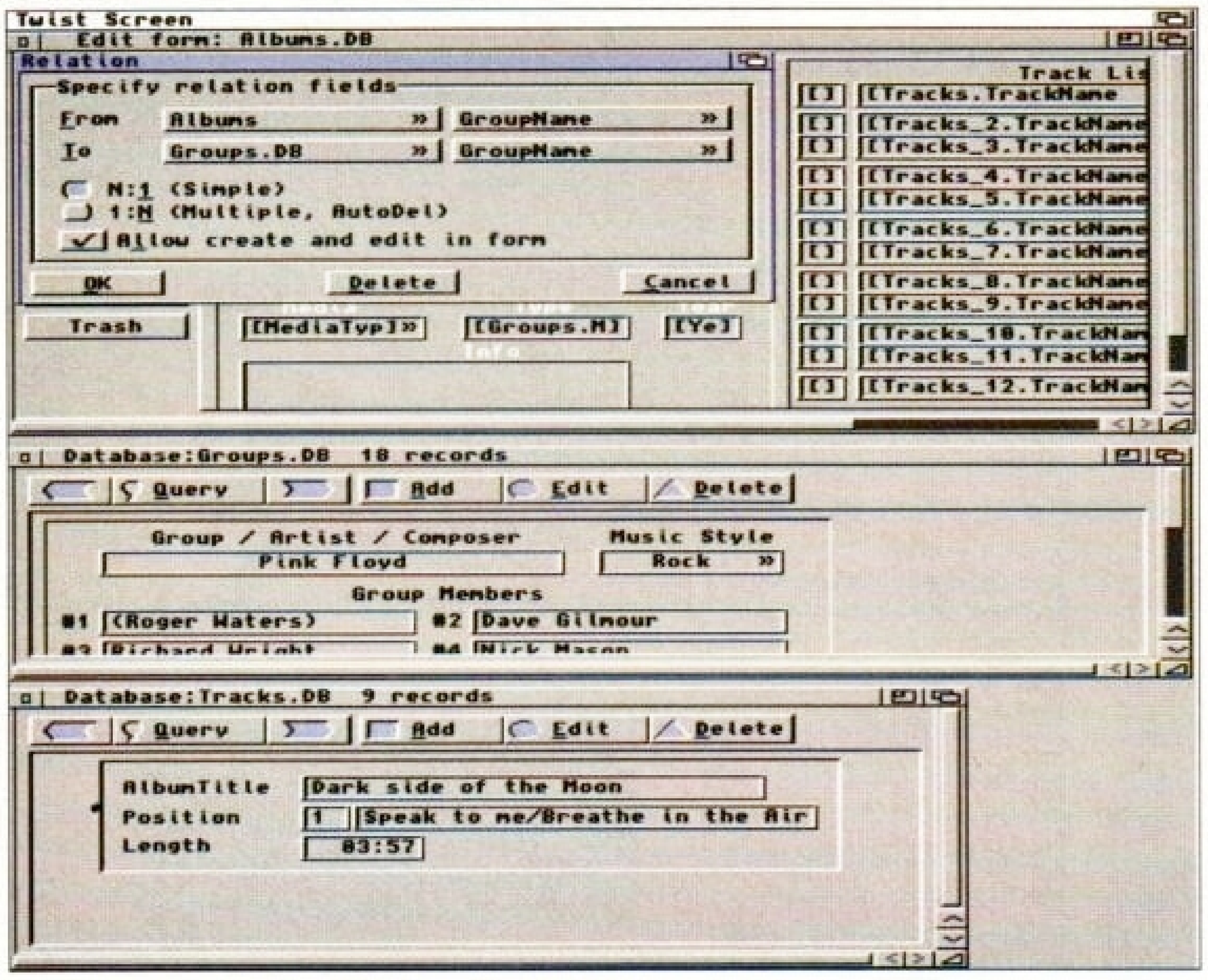
Twist's highly configurable interface can be as simple or complicated as you want.

AMIGA GOLD FORMAT

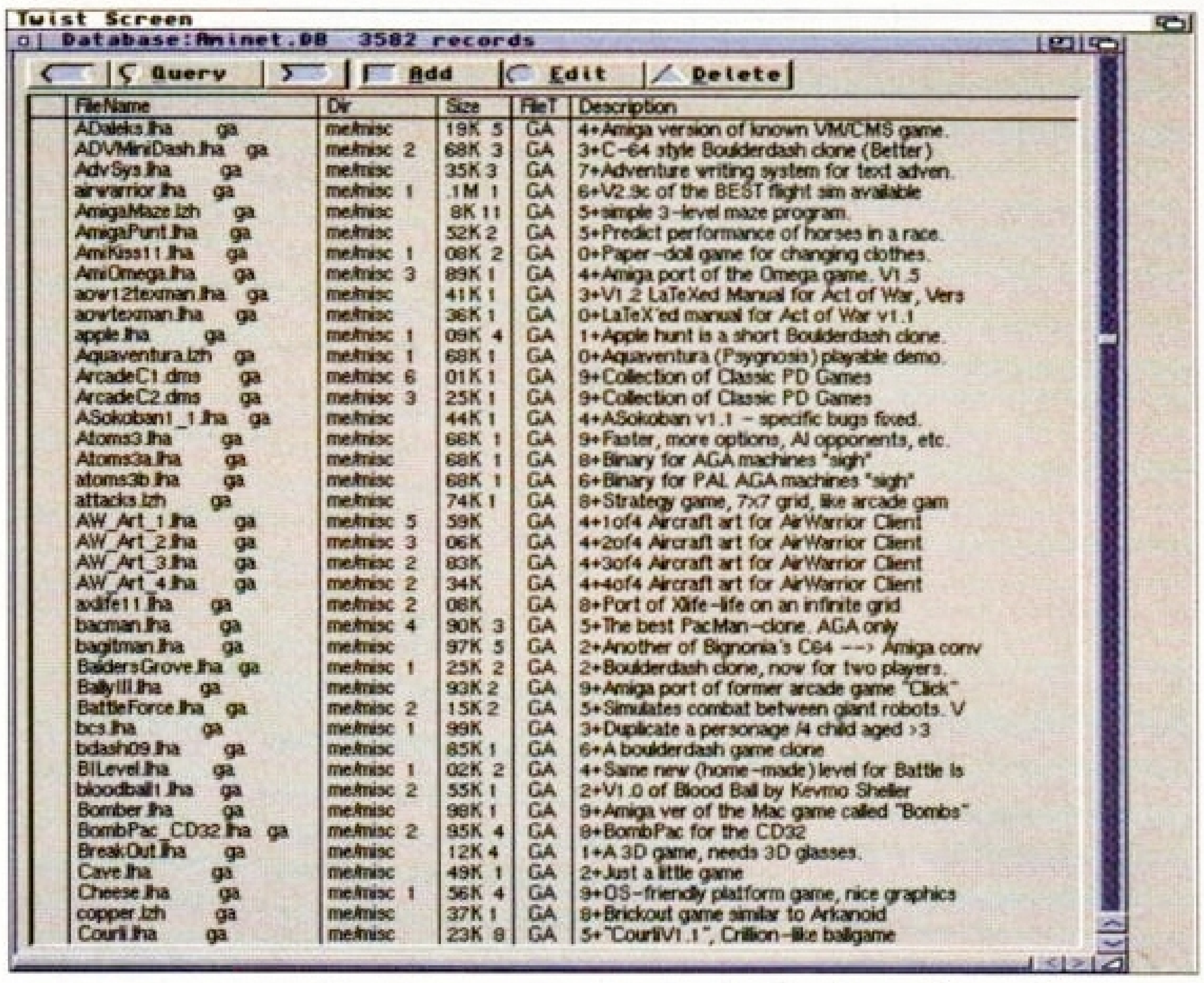
The Form Editor works on a drag-and-drop principle – you simply drag the object type you wish to place on your form to a position you're happy with and release your mouse button. Your existing fields can be moved and re-sized just as easily and if you are unhappy with an object you can delete it by dragging it to the trash button. To help you keep your forms neat and tidy you can use a snap to grid tool and the alignment tool.



The query tool can cut down search times by limiting access only to the records that meet your specifications.



Creating a relational link in *Twist* is relatively easy – groan.



***Twist*'s list mode provides an easy way to view the details of several records at once.**

The object types you can add include images, text, boxes and files. The most powerful of these objects are files – these can be pretty much any type of file that you have, because *Twist* makes use of Workbench 3's DataTypes – which means that as long as you have the correct DataType for a file, then *Twist* can display it, play it or even animate it.

This is an excellent feature to have been included and as the number of DataTypes continues to increase it will become invaluable.

However, as useful as DataTypes are, support for them is not *Twist 2*'s most powerful function. The feature that puts *Twist* in a league of its own is being able to create relational links. True, there are one or two other database programs which can do this too, but *Twist* makes it all extremely easy.

Relational links can be used to link fields of different databases. For example, if you have a database of CDs you can link it with a database of bands, or one of songs if you want. And once you've done this you can gain access to any information stored in other databases quickly and easily.

Two other important features are *Twist*'s query function and its extensive *ARexx* support. The query tool can be used to find records that contain particular information. This works by the program limiting your access to only those records that contain the entry in the field that you have specified. You can then move around these records as if the others didn't exist.

Twist's *ARexx* support is excellent. Using this feature you can change *Twist* from a database program to a centre of operations. *ARexx* scripts can be assigned to buttons, which means that when you click one of these buttons the script is executed. As long as a program has an *ARexx* port it can be controlled by *Twist*. An example of this is a music database that can use *YACDP* (a Public Domain CD player program) to play the songs that you've clicked on in a record.

As well as the huge range of features and the easy-to-use and highly configurable interface this program has yet another valuable feature – blistering speed. This program is FAST. *Twist* simply blasts through complicated tasks – such as compiling reports and performing queries – without even getting short of breath.

Well, there you have it – a database program that is insanely fast, unfeasibly powerful and ridiculously easy to use. In short, if you want a seriously powerful database and don't want to devote your life to learning the way of the relational database, then *Twist 2* is the database program for you.

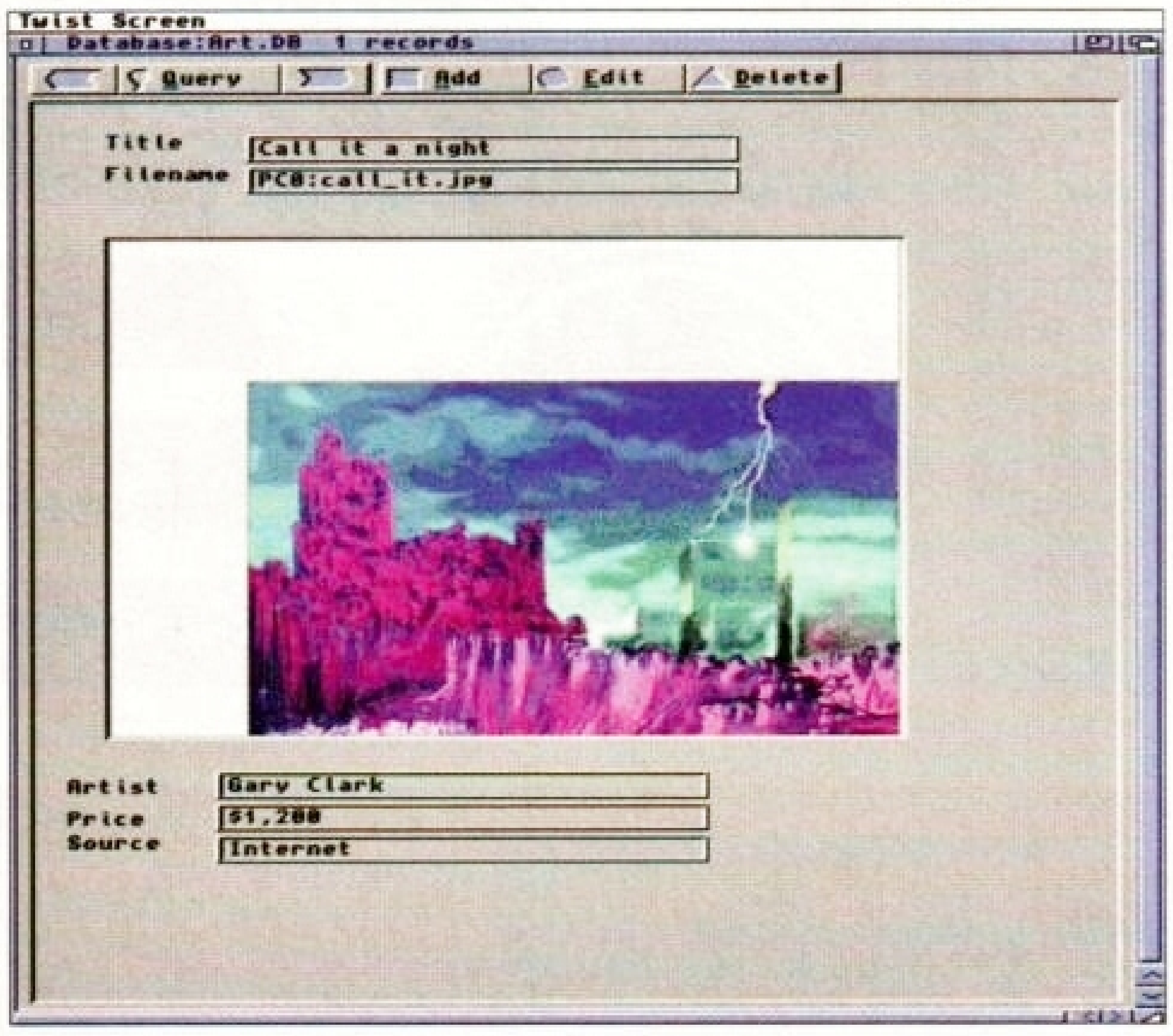
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Thanks to *Twist*'s support of DataTypes it is possible to display images and even play sounds.



TWIST 2

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£99.95

SYSTEM REQUIREMENTS
Workbench 2.1 and above
2Mb RAM

SPEED ●●●●●
Treats even the most complicated tasks with contempt.

MANUAL ●●●●
Well-written, easy to follow and has plenty of useful tutorials.

ACCESSIBILITY ●●●●●
Twist is extremely easy to use and very configurable.

FEATURES ●●●●●
Twist is bristling with powerful and useful tools.

VALUE ●●●●●
At first look it may seem a little expensive, but the power and ease-of-use that you get is well worth paying that little extra for.

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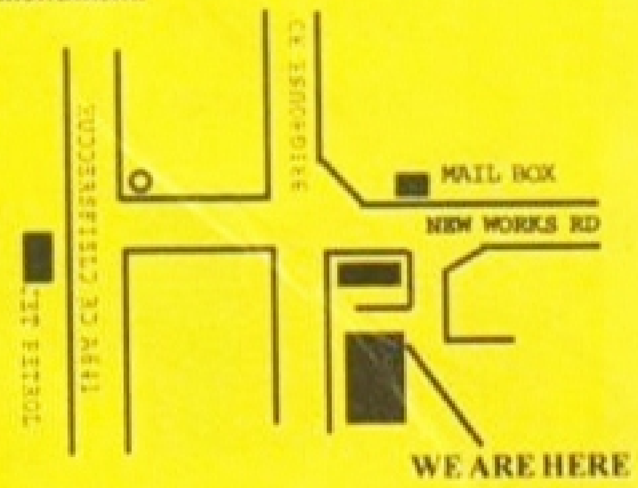
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Workbench

Nick Veitch answers another selection of technical queries from the bulging Workbench postbag, casting light where before there was darkness. Send your letters to: Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

NEED FOR SPEED?

I have an unexpanded 1200. I am wondering whether to buy an accelerator, so please help me decide by answering these questions :
1. Most accelerator boards use the 68030 processor. Am I right in thinking that only OS-legal programs written in specific 68030 code can benefit with speed increases? Would self-booting disks work with it?
2. An MMU is used for virtual memory programs. Is that its only function?
3. Would a floating point unit increase the speed of calculations in a big spreadsheet and is there much point in having one where it is clocked faster than the CPU?

Anon

1. No, I'm afraid you aren't correct, although it's an easy mistake to make. The 68030 is better than the 68020 because it runs faster internally (and is available in faster speeds) and has a built-in cache, but it is almost 100 per cent downwardly compatible. Any program will run faster on the 68030 than the 68020 (probably at least twice as fast), but programs written especially for the 68030 will run a tiny bit faster still.
2. The MMU (Memory Management Unit) can re-map any area of memory to any other. One use is to fool programs into using a hard disk as system memory, but it is also possible to use the MMU to remap the Kickstart ROM which the Amiga's Operating System uses in system RAM (and gains a slight speed increase). The MMU is also required by the programming tool *Enforcer* which can use it to ensure programs under test don't try to access any memory they shouldn't.
3. Whether or not a Floating Point Unit makes a difference depends on the spreadsheet program. To take full advantage of the FPU the program needs to be written especially for it – there must be a specific FPU version of the program. Alternatively, if the spreadsheet uses certain Amiga maths libraries it too will benefit: otherwise there will not be any noticeable difference.

An FPU which is clocked faster than the processor will obviously work faster, but not as quickly as you might hope. For example, a 50Mhz 68882 FPU and 50MHz 68030 will not work twice as fast as a 25MHz 68882 FPU on the same system. You would be better saving your money to speed up the 68030 as well.

POWER UP?

I bought a Viper 68030 4Mb accelerator board for my A1200, fitted it and booted up, everything seemed fine – nice speedy boot up, Workbench telling me I now had 4Mb Fast RAM and so on... until I tried to run *Wordworth 2 AGA*. It started to load but I then got the Program Failed requester.

OK, so it happens now and again, I just reset my A1200 to try again, but it now refuses to boot up from my hard disk. The only way I can get the hard disk to boot up is to switch the Amiga off and back on again. I tried to run some more programs, all of which crashed, and I then had to go through switching off and on each time.

Is this a fault with the Viper board or something to do with my hard drive? It is an Expansion Systems Dataflyer XDS 3.5-inch external IDE drive which I bought from Trilogic in December 1993. Could it be that the Viper board and the hard drive are proving too much for my power supply? if so what can I do to remedy this?

Ann Onimus,
London

It does sound like a power problem, especially if the hard drive does not have its own supply. Symptoms of a lack of power include corruption

Continued overleaf ➡

IF YOU HAVE A QUERY...



Nick Veitch

At *Amiga Format* we aim to answer as many questions as possible, and attempt to sort out all of your problems.
Of course, there are always more questions than answers, so we prioritise queries according to the following factors:

- **FREQUENCY.** If a lot of people seem to be having problems with their Supersonic KY3000 printers, then we will print one letter and the definitive answer, encompassing all the most frequently posed problems.
- **DIFFICULTY.** If the problem is actually something which only someone with some insider technical knowledge would be able to solve, it is more likely to be answered in these pages than a problem which arises simply because you haven't read the documentation.
- **IMPACT.** Quite simply, a question which involves you not being able to use your machine or some peripheral or software will be given priority over a difficulty which is little more than a slight inconvenience.

Unlike some magazines we won't just concentrate on the areas of expertise we are most familiar with, we will take on any problem (as long as there is an Amiga involved). As you will appreciate, we do get a lot of Workbench questions every month. If you want to get yours noticed, here are a few tips:

DO

- Be concise.
- Detail the actual problem as best as you can.
- Where applicable, describe the sequence of events that caused the problem.
- Give details of the equipment you are using (including which version of Workbench and which model of Amiga you have).
- Make sure your question is relevant and wouldn't be more easily solved by getting in touch with the dealer from whom you bought the goods.

DON'T

- Spend three pages telling us about your Aunt Ethel and only then explain your problem.
- Write in with questions like: 'I added a hard drive to my Amiga and it doesn't work. What can I do?' (Which machine? Which drive?)
- Send an SAE expecting a personal reply. The chances are extremely slim.

Please bear these points in mind and remember that we are trying our best to help you.

FEELING A BIT FLAT?

I have an A1200 with a 40Mb hard drive and a Viper 030 accelerator board. A few weeks ago, I unfortunately lost all my information on my Workbench partition.

I installed everything again and it all works fine. My problem is that my clock doesn't work. Is this a problem in the installation of my Workbench or with my accelerator? How do I get the clock to work again?

S Ambrosi,
NSW, Australia

How doesn't the clock work? Does it load or does it forget the time? I need more information to give you a definite answer. But to check the first possibility get hold of a program called SnoopDos (which is widely available in the Public Domain) to see what is happening as the clock program loads. Otherwise it sounds like the battery on the Viper card is flat, so get it replaced.



Check the battery on your Viper board isn't flat before assuming something bad has happened.

INSTALLING F1GP

I have read with interest a number of letters regarding the hard disk installation of Microprose's most excellent game *Formula One Grand Prix*, which I purchased several years ago on its initial release. At that time I was using an A500 Plus and I have since upgraded to an A4000/030 and was anxious to run the program from hard disk. My initial attempts installed the program on my System partition, but I had already decided on three partitions: System, Games and Work.

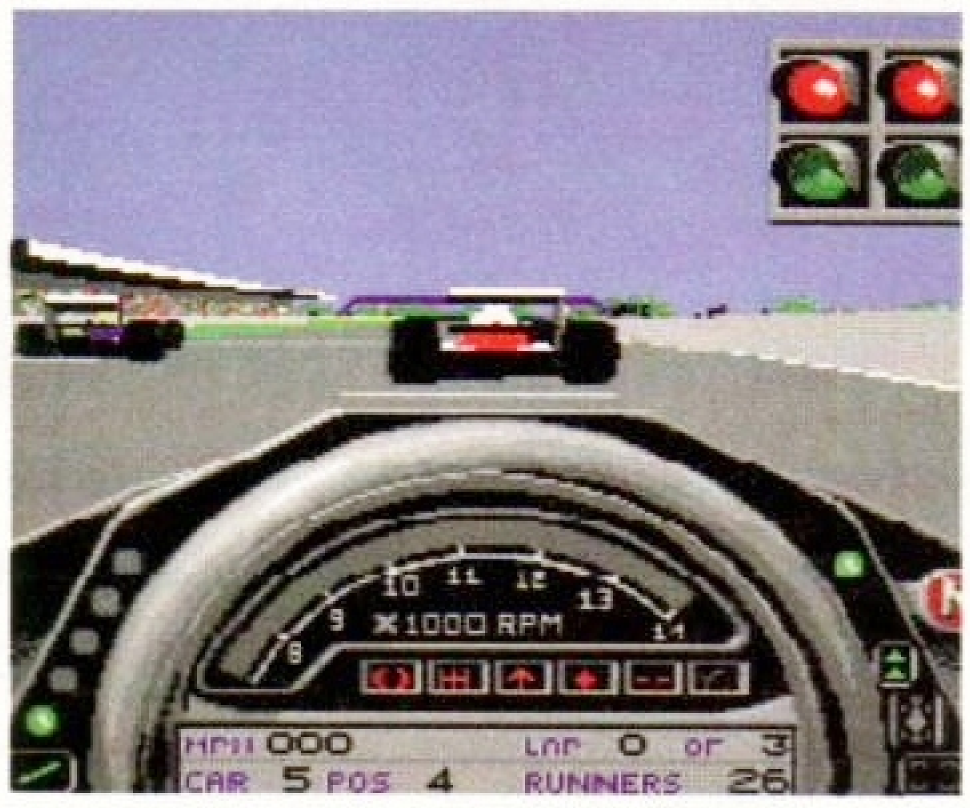
With some help from Chris at the late Phoenix Computers, Leeds, I altered my user startup (below) the result is that the program happily intalls to any of the desired partitions using the install routine on the *F1GP* disk four (only one file is installed on System/Workbench called gp.dat).

I am mystified at Microprose's advice regarding Amiga hard disk installation, because I rang them several months ago regarding any proposed upgrades to *F1GP*, and they told me that it was impossible to play from hard disk even though I explained at great length what to do.

I hope this is of some help to the people out there. Incidentally, if you select the original display and NTSC from the early startup menu the game runs quicker.

```
C : HighDensityPatch
copy > NIL: SYS:S/RAM.info TO RAM: Disk.info   ;
added by MagicWB

ASSIGN dh0: Work:
ASSIGN dh0: Games:
ASSIGN KOTS: Games:
ASSIGN PARAMS:
Work:Utilities/DiskCopy/Lockpick
ASSIGN Utilities: Work:
ASSIGN OctaMED: Work:Music/OctaMED
ASSIGN Maverick:
Work:Utilities/DiskCopy/Maverick
```



If you want to install F1GP to hard disk try following Jon Hart's user startup advice.

```
ASSIGN Music_Mouse:
Work:Music/MusicMouse/Music_Mouse
ASSIGN DH0: HD0:
ASSIGN DH1: HD1:
ASSIGN DH2: HD2:
ASSIGN TETREN: Games:TETREN
ASSIGN Indexer: Work:Utilities/Data/Indexer
ASSIGN Frontier: Games:Frontier/Frontier
```

Jon Hart,
Bolton, Lancashire

MORE F1GP

Here's a useful tip for playing the ever-engaging *F1GP* on a standard A1200 without having to swap disks.

1. Never use the original disks, always make copies of them.

2. From the Workbench C drawer, copy the Assign and Copy files to disk no. 2 C drawer.

3. Using *Ed*, change the startup-sequence on disk two as follows.

```
Copy F1GP_disk_#3:#? RAM: All
Assign F1GP_disk_#3:#? RAM: Formula One Grand
Prix
```

4. Save the new sequence having first made the file writable.

Now boot from disk two. Disk three will copy into RAM, leaving disk four in the drive. Everything seems to work fine and I'm sure that hard drivin' speed junkies everywhere will appreciate the convenience.

In the absence of a hard disk, the same process also works well with *PGA Tour Golf*.

1. On the PGA program disk create a new drawer called C and from Workbench copy over the Assign and Copy files.

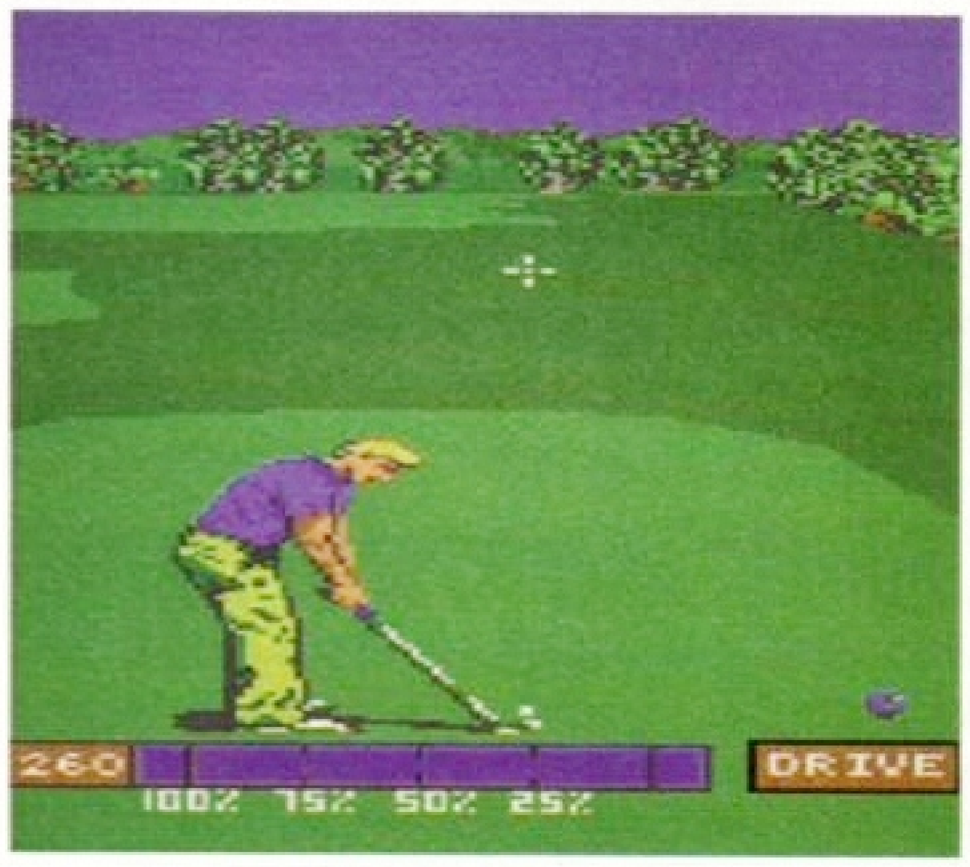
2. Re-write the startup-sequence as follows:

```
Copy "PGA Tour Courses:" #? RAM: All
Assign "PGA Tour Courses:"  RAM: Golf
```

3. Boot as normal. The initial set-up takes a little longer than normal, but it's worth it.

Anon

Thank you very much for your help. I'm sure lots of F1GP and PGA Tour Golf fans out there are very appreciative of your efforts.



***PGA Tour Golf*: why spend time swapping disks when you can get straight out on the course?**

of system RAM, which means programs crash for no readily apparent reason – possibly causing the hard drive to become corrupt (Invalid Bitmap) and in need of a disk utility like *Ami-Back Tools* or *Quarterback Tools*, or a good reformat.

The solution is a new, beefier power supply and you can get ready-to-plug-in-and-go units from Datel Electronics (01782 744707) among others.

It might also be worth getting hold of a Public Domain hardware test program to make sure your RAM module is working perfectly.

COMM AND GET IT

I have a standard A1200 with a 64Mb hard drive and I have been given a CASE 4524 modem. Is it compatible with my A1200 if I buy a Comms package? I am a beginner to Comms, so could you please recommend a good package at a low price and tell me where I can buy a BB25S-JA cable for it because the one I have is only six inches long?

I have a copy of *InterOffice*, but it won't install to hard disk. What shall I do because I really need it to be faster than it is on floppies?

Finally, is there a package for creating *Imagine* textures and where Can I get it from?

Karl Titcomb,
Temple Combe, Somerset

Never having heard of CASE modems I can't help much. If it is in anyway modern, it will hopefully have a V rating, such as V42, V34. If so, it should be compatible. If it doesn't have a normal looking serial cable (25-way female, identical in appearance to the parallel port at the back of the Amiga) it doesn't look good. If it does have a suitable connector, then a standard modem lead from any computer store will work fine.

Most Comms packages are either Shareware or Freeware. Ask a PD library for a copy of *NComm* or *Term*, or alternatively buy *Termite* from HiSoft.

Why exactly won't *InterOffice* install? Copy ALL the files over on to your hard disk, and make sure you use ASSIGN to fool the program into thinking it is still running from floppy. For example, make a drawer on the Work: partition on your hard drive called Office. Copy all the files into it, then open a Shell and enter:

```
assign work:office <name of the floppy
disk with Inter Office on it>
```

Imagine textures need to be programmed in *C* or *Assembler*, not in any form of *Macro* language.

I can only recommend you buy *Forge* and *Essence* and try to simulate the textures you are after.

I AM 10 — 10 YEARS OF THE AMIGA

Versions of Workbench up to 1.2 had secret messages coded into them which were displayed on the menu bar when various key combinations were pressed. The messages tended to be either ridiculous or less than complementary about other machines. Unfortunately, this endearing practice was ruthlessly stamped out and later versions of Workbench are message free.



Adding a hard drive to your CD32 set-up is possible, but tricky if you want to use a 3.5-inch drive.

CD32 CONNECTIONS

I would like some information on fitting an external hard drive to a CD32/SX-1 combo. The external IDE cable connector is described as a standard DB37 to which I would like to attach a 3.5-inch hard drive. I have spoken to quite a few retailers, including the technical support people at Indi from whom I bought the SX-1, and nobody can tell me how to connect the two because the DB37 port doesn't seem to be standard.

Everyone tells me to fit a 2.5-inch unit internally but it makes more economic sense to fit

TALKING HEADS

I am hoping to use *AMOS Pro* to create a talking head to help my son who has learning difficulties. I have purchased the *AMOS Pro User Guide* and read the relevant chapters on synthetic speech but there is no example in the book covering the narrator mouth, it just refers you to the ready-made example program, which I presume refers to the files not included on the Coverdisk.

A Melville,
Frizington, Cumbria

Using AMOS Professional *is probably not the best way to go about trying to do this this, for several reasons. First of all, are you sure the quality of the Amiga's (now rather aging) Speech Synthesizer is good enough? It was dropped from Workbench 3 onward, so if you have an A1200 you might not even have the necessary speech synthesizer libraries.*

Instead I would recommend you buy a sound sampler, and sample your own voice which will at least sound human. Digitise the Teddy Bear's face, and load it into Deluxe Paint*. There you will be able to transform the mouth into the shapes to give the impression of movement. Alternatively, digitise a human face talking to get the correct mouth shapes automatically.*

Playing back the animation and sound sample at the same time might be achievable with a variety of Public Domain utilities, but I would strongly suggest you use a program such as CanDO*. I have used this program in the past to create a talking head and can recommend it. You could also try* Scala *because playing animation and sound is one of the tasks it is particularly good at.*



Although it is possible to use *AMOS* to create a talking head, there are easier ways of doing it.

a 3.5-inch unit. The alternative would be to connect the drive externally using a cable threaded to the internal 44-pin connector and attach a power supply unit externally. Could you enlighten me as to what is required to do this and what use the DB37 connector could be put to?

My set-up is: CD^{32}-SX-1, keyboard (PC AT), Power 1.76 high density disk drive, Philips CM8833 monitor, Datel Goliath 200 watt power supply unit. I will be fitting a 4Mb Simm shortly.

Ian Wilson,
Barnsley, South Yorkshire

The internal IDE interface is for a 2.5-inch drive, so fitting a 3.5-inch drive should only be a matter of obtaining the correct wiring. Trilogic (01274 691115) should be able to help you out on this one. You need to sort out the power supply for the 3.5-inch drive yourself (the 2.5-inch drive gets its power from the interface itself), probably by making an extra set of connections to the Goliath system for 5 and 12 volts.

However, you must be aware that using the 2.5-inch interface with 3.5-inch drive has inherent risks for which you can't hold anyone other than yourself responsible. Apparently the 2.5-inch interface lacks the buffering in 3.5-inch interfaces. Other than that, it is probably worth a try.

CD^{32} ADVICE

Could you please give me some advice on products that I can buy for my CD^{32}. I already have the SX-1 expansion box, a Zappo drive and an ABC printer, but I would like to buy some memory and maybe a hard drive, but I haven't got a clue what kind my SX-1 is compatible with. Does it take an external hard drive or an external one? What is the most reliable one and can I buy it with Workbench installed?

Is it true that the CD^{32} has Kickstart 3.1 and if it does, could you tell me where I can buy the disks and manuals for Workbench 3.1?

P Harvey,
Parklands, Glasgow

The SX-1 will take a standard 72-pin 4Mb SIMM available from most Amiga dealers. It will also allow a 2.5-inch IDE hard drive to be fitted internally. Ask Trilogic (01274 691115) for prices.

The CD^{32} has a slightly modified Kickstart 3 fitted, but it will certainly run Workbench 3 perfectly well. The official manuals are not available, but any books relating to the A1200 (the *A1200 Insider* series and *Mastering AmigaDOS* from Bruce Smith Books) will be just as applicable.

DIY A1200

Because you can't buy an A1200 for love nor money, is it possible to build my own? A sort of DIY A1200. If so, how much would it cost to do it?

SA of the North East

The big problem is that the Amiga is a lot more than a 68020, some memory, a floppy disk drive and a keyboard. It is simply not possible to build your own custom chips (without a large chip fabrication plant) and if you did I'm sure the new owners would want a word about copyright.

What you could do is buy a Z5 Towercase from Ramiga, and ask around for A1200 motherboards. These do crop up every so often so keep a look out. Other hardware fanatics are building a computer by linking processor modules and graphics cards. But these systems cost thousands of pounds and are dedicated for video work.



Cleaning your keyboard is all well and good, but be careful you don't damage it.

KEY QUESTION

I opened my A500 and took off the keys. I cleaned them with cotton wool and a dab of water. Now the caps lock light flashes and none of the other keys work except the reset keys. Is this something to do with me cleaning the keyboard, or is it a virus or something wrong with the keyboard?

Fasih Hassan,
London

Doesn't sound like a virus: I think you have damaged the keyboard. Check all the electrical connections (if possible lift the lid on the A500 and check the wires are secure) and make sure nothing is shorting out the chips on the keyboard. CPC Components (01772 654455) should be able to supply a replacement keyboard.

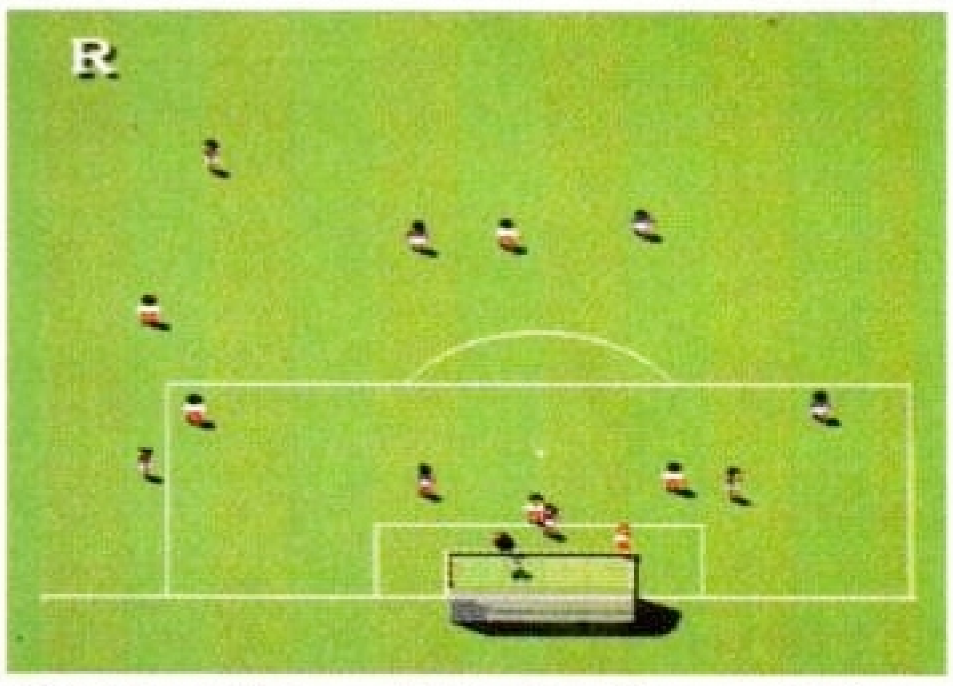
SENSI SLOWDOWN

I have a standard A4000/040. My question is why *Sensible Soccer* (all versions except *SWOS*, although the demo is the same) seems to move sluggishly on my machine and then speeds up to what I think is the normal speed of the game and then returns to moving sluggishly again.

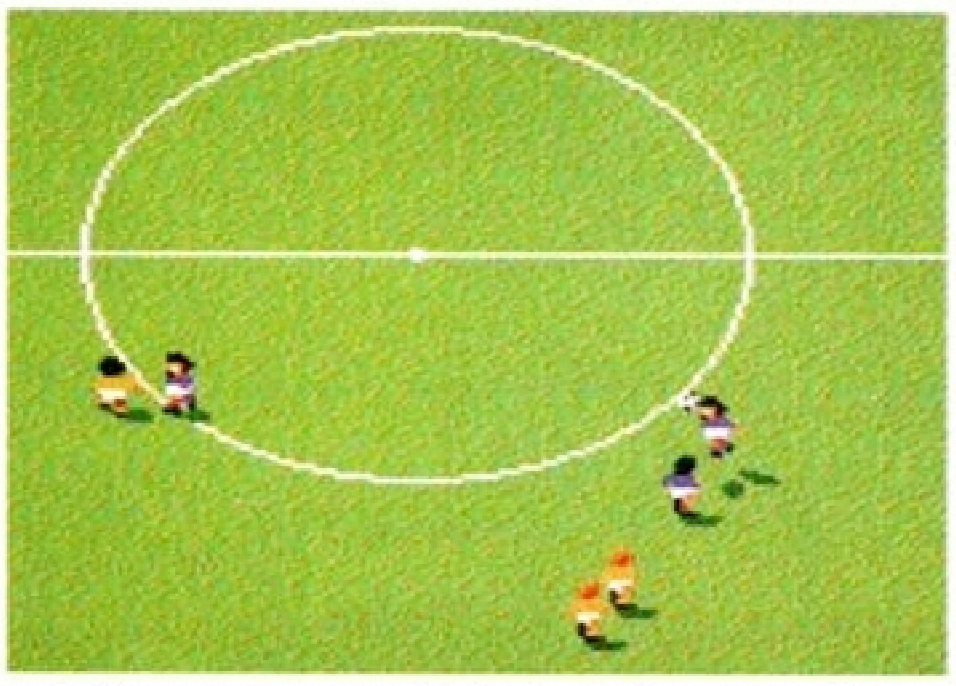
Why the constant switching? It makes the game difficult to play and spoils enjoyment. Is it the same with your A4000/040 machines? Or don't you playtest on that platform? Or, is there something wrong with my machine? I don't think there is. Any ideas?

Daniel Kitingan, Adelaide, Australia
E-mail: e1dkitingan@economics.adelaide.edu.au

The A4000/040 features a processor which does not run in sync with the rest of the Amiga: it has to wait around for short periods of time for the rest of the system to catch up. Normally this isn't a problem, but we can only assume in the case of a game like *Sensi* (which was probably not coded in a very system friendly way) this asynchrous behaviour can lead to problems. Try switching off the processor caches from the boot menu, and try as many degrader programs as possible: including *NoFastMem*. Failing all that, send me the A4000 and I'll send you an A1200 in return.



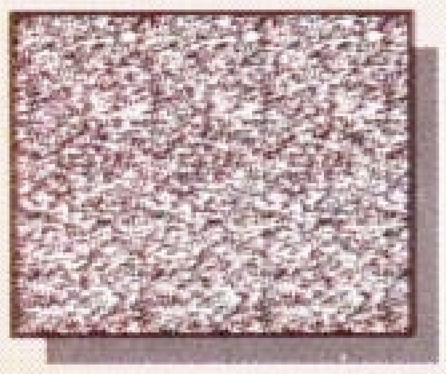
This is *Sensible Soccer* being played on a perfectly normal bog standard A1200...



...And here we see the footie favourite on a mighty A4000/40. It's much slower, isn't it.

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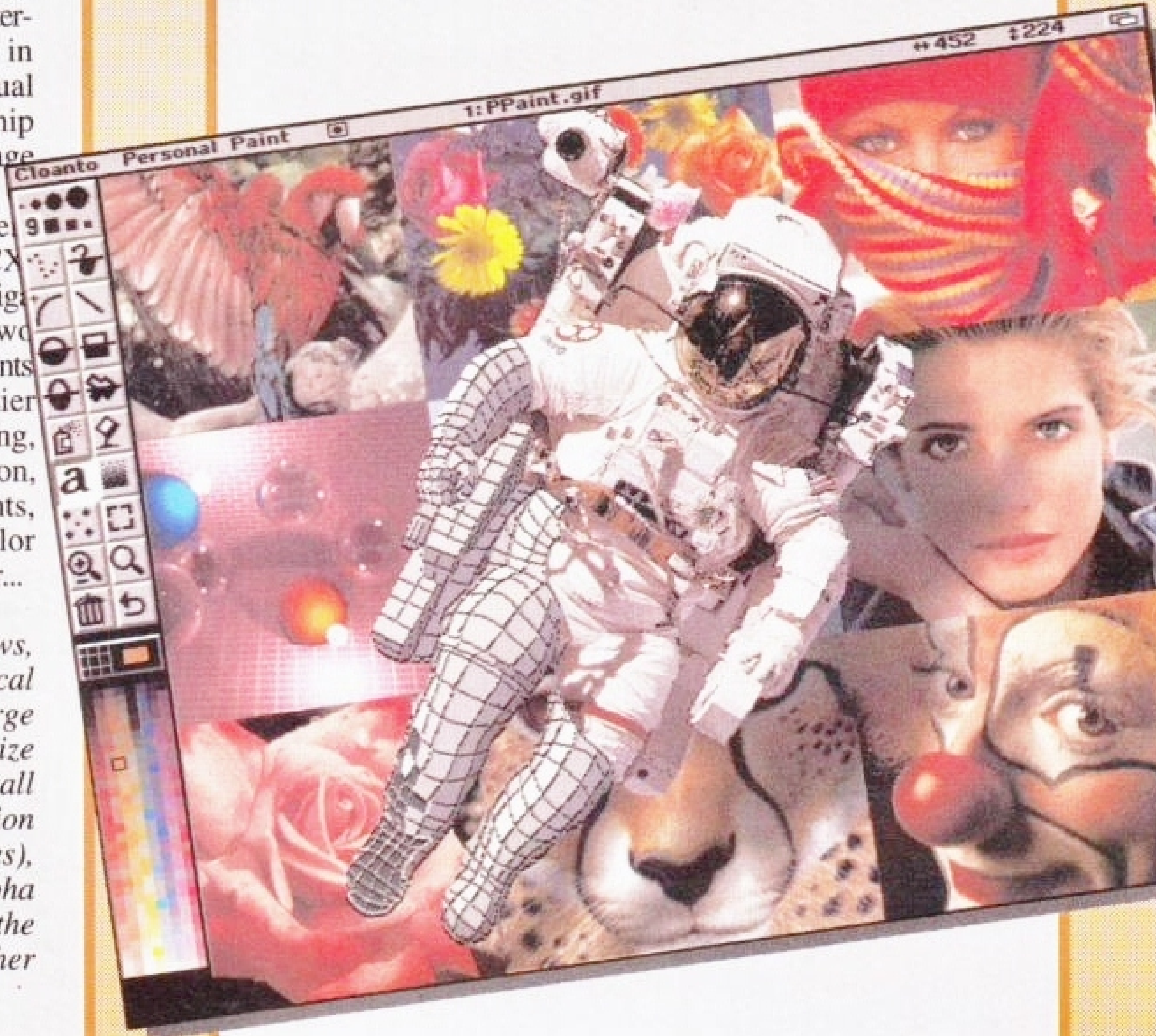
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The large picture shows, among other things, practical applications of Palette Merge and Color Average Resize (used to scale and combine all items), Color Quantization (applied to 24-bit images), Gradient Fill and Alpha Channel (used to create the shadow) and various other image processing effects.



From the International Press

Animation is fast and effective, particularly because of the innovative storyboard feature.

Virtual memory is fantastic if you don't have enough real memory in your machine.

The image processing tools are bountiful and versatile as always, and the 24 bit printing is again excellent. It certainly pushes printers to their limits, and the results may very well surprise you.

PPaint is unbeatable at handling the palette and in remapping quality.

Font handling on PPaint has always been fantastic. I like the way that you can type directly over the screen and still use the cursor and delete keys for editing, even if you've typed a whole screen full of text.

The alpha channel is simple to use and yet a very powerful feature normally found on expensive 24 bit programs.

Rating: 90%

Gary Fenton, Amiga User International, Great Britain

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ing: 92%

dley Storey III, Amiga Down Under, Australia/NZ

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Highly recommended, both to novice users, who will take advantage of the excellent documentation and the intuitive user interface, and to experienced professionals of different fields such as graphics, DTP, programming and multimedia.

Editorial, Amiga Magazine, Italy

As a professor of plastic arts and counselor at the film institute, I'm always in search of tools which succeed in combining ease of use with a range of original features. My most recent discovery has been Personal Paint.

This time, I don't need a dictionary to read the manual. It is direct, clear and concise. It is detailed, yet simple and perfectly accessible to the beginner.

Christian Hamoneau, AmigaNews, France

... If you cannot believe all this to be true, read our review.

Rating: Editor's Choice

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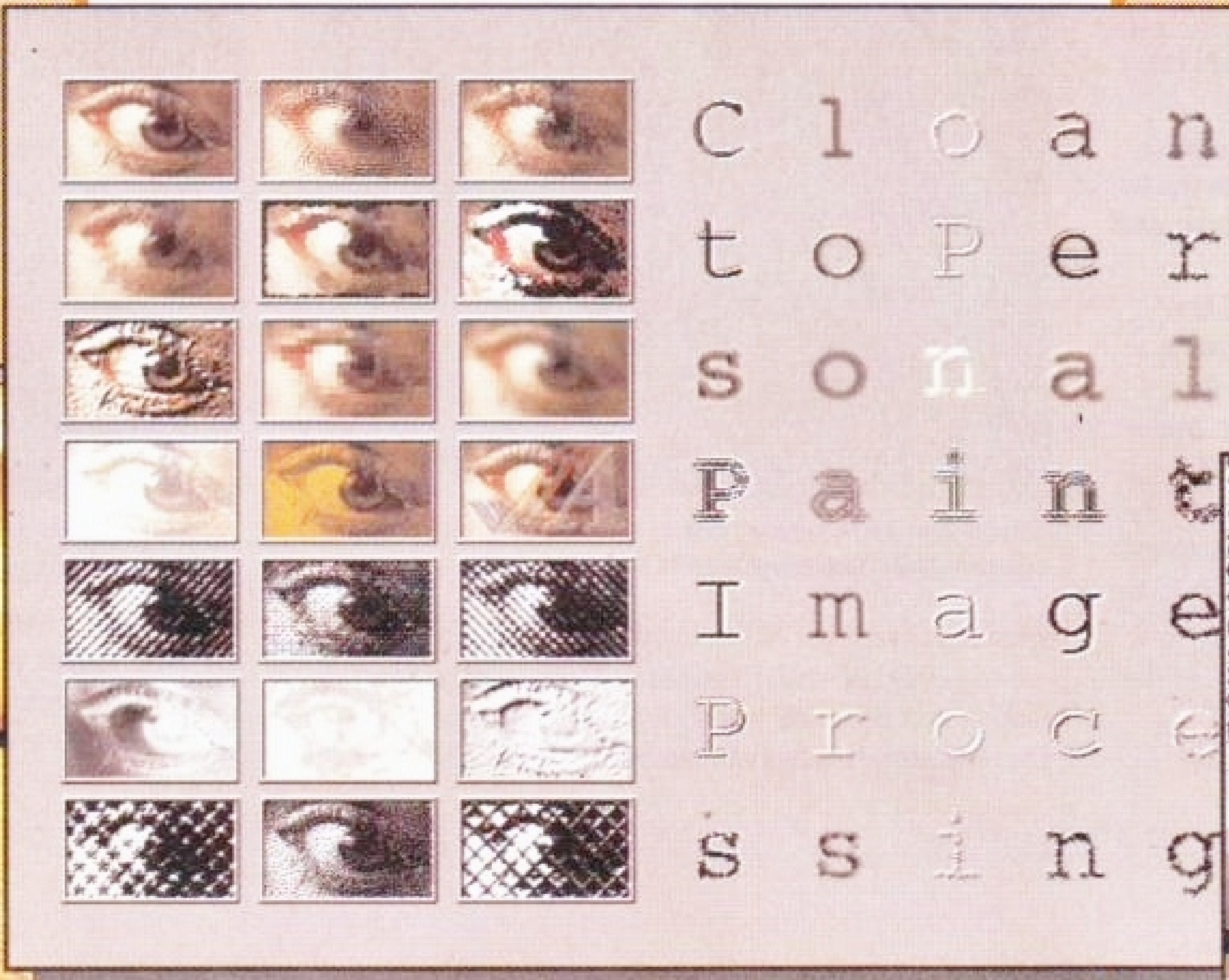
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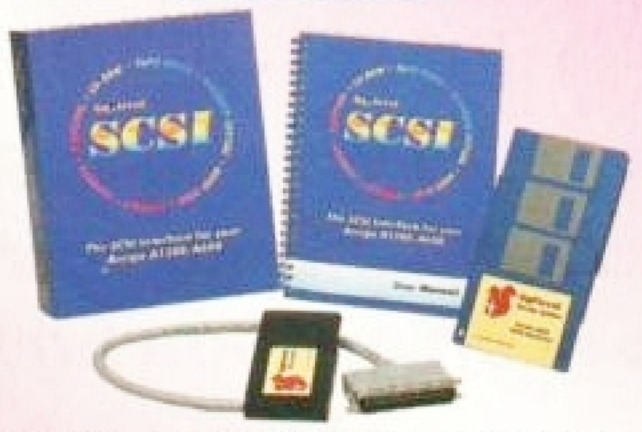


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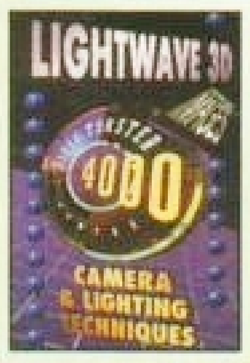
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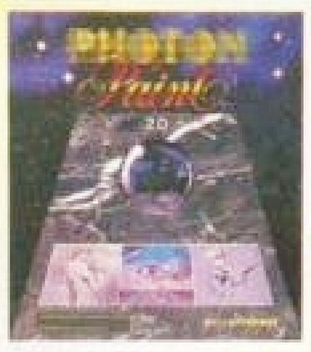
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If you missed the *AF67 AMOS Professional* Coverdisk, turn to page 131 to order your back issue NOW! For details of our *AMOS Pro* manual offer, see page 130.

Most of us get to grips with writing relatively simple *AMOS* games fairly quickly – whether it's a puzzle game or even a simple arcade shoot-em-up, coding games in *AMOS* is surprisingly easy.

However, writing a game that comes even remotely close to commercial quality is an entirely different matter – keeping track of all those sprites and bobs (all of which seem to feature some form of artificial intelligence) is a task that can test the skills of even the most proficient coder.

One solution would be to split your program into a series of mini-programs, each running alongside the other, but effectively separate. You could, for example, have one program to handle the movement of aliens, another to handle screen scrolling, another for missiles and so on. Sounds too good to be true? Don't you believe it – this is exactly what *AMAL* lets you do.

Short for *AMOS Animation Language*, *AMAL* is a powerful system that enables you to run several tasks concurrently using what are known as interrupts. It's not too important to understand the theory behind interrupts – suffice to say that they are handled by the Amiga's own processor so all the hard work of swapping between tasks is performed transparently.



***AMAL* can be used to automate all manner of programming tasks. In this demo, for example, the background scrolling and the movement of the helicopter is controlled entirely by two *AMAL* programs, allowing the rest of the program to run at full speed.**

All you have to do is to write the code that is to be performed by each interrupt and your Amiga does the rest. What's more, you don't even need to update each interrupt – just set them running and they'll carry on oblivious to what your main program is doing.

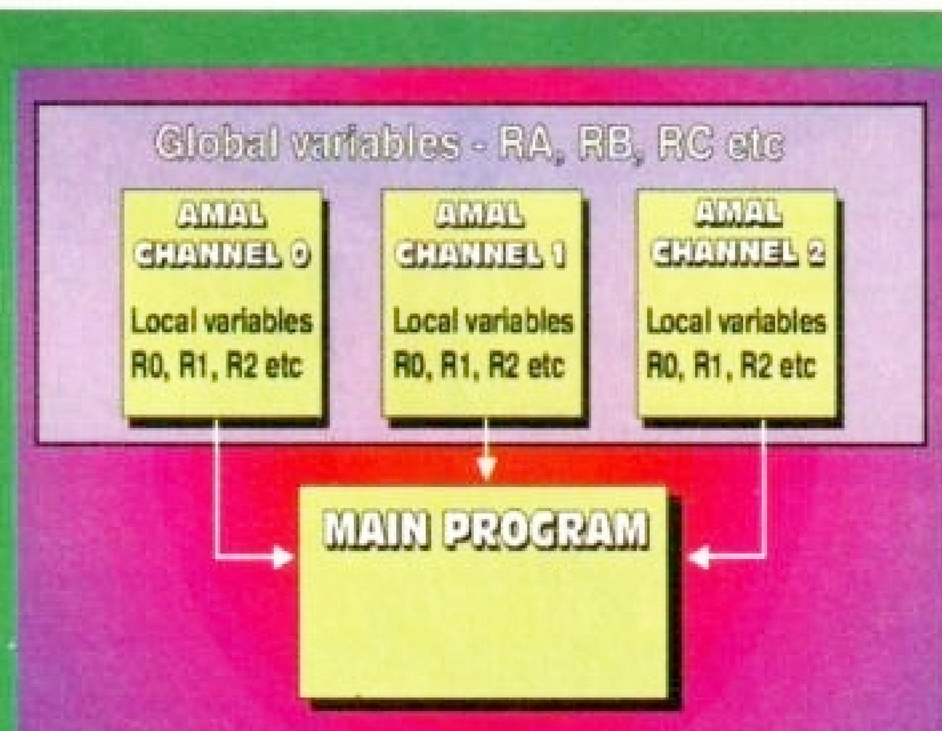
Writing the code which runs under an interrupt isn't quite as straightforward as writing a normal *AMOS* program, though. Instead, *AMOS Professional* provides a special set of commands

AMAL REGISTERS

One of the fundamental aspects of just about every programming language are variables, those clever electronic pigeon holes which can be used to store anything from a string of characters to a number. *AMOS* uses them and so does *AMAL*, although *AMAL*'s variables are somewhat different to the *AMOS* ones.

For starters, *AMAL* calls its variables registers and with good reason too – unlike like a 'real' programming language, *AMAL* does not allow you to give your variables personalised labels. Instead, you must make use of 36 pre-defined registers which *AMAL* provides for you. Even worse, these registers can only hold numbers.

AMAL registers come in two flavours – local registers and global registers. Although both may seem similar, there's one fundamental difference – while global variables can be shared between *AMAL* programs, each *AMAL* program has its own set of local variables which – although they have the same name – can hold different values. This can prove particularly useful because you can use a global variable to hold values that may be needed by other sections of your program



Although global variables are shared between *AMAL* programs, each *AMAL* channel has its own set of local variables which are kept completely separate from other channels and your main *AMOS* program.

(the screen offset value of your game's display, for example).

AMAL provides a total of 26 different global registers, each of which starts with the letter R (for register). The first global register is called RA, the second RB, followed by RC and so on. Not surprisingly, the 26th global register is called RZ.

Local variables follow a similar pattern but, instead of having 26 at your disposal, you only get 10 local variables. Once again, these variables start with the letter R but this time the second character is a number between 0 and 9 (R0, R1, R2 and so on).

AMAL also provides three additional local variables which are hard wired into the object that your *AMAL* program controls. Here's a quick run-down of what each does:

X: This special register holds the current X co-ordinate of the object your *AMAL* program is controlling. If you're controlling a sprite or a bob, this register holds the current X co-ordinate of that object. What's more, you can easily move that object horizontally simply by writing a new value to this register.
Y: This register holds the current Y co-ordinate of the object your *AMAL* program is controlling. Once again, you can move the object by changing the value held in this register.
A: The A register holds the number of the current image assigned to the object your *AMAL* program is controlling. By changing this value, you can easily animate a sprite or bob.

Tutorial

Part 5

NEXT MONTH MORE AMAL COMMANDS FOR YOUR GAMES SOFTWARE

which have been designed specifically for the task. These commands form the heart of *AMAL*. *AMAL* commands are very simple but it's this very simplicity that allows them to run extremely fast.

In order to get *AMAL* to do anything even remotely useful, you need to write an *AMAL* program, a section of code which must be embedded into your main program. Embedding an *AMAL* program is very easy, just assign the *AMAL* program to a string variable at the start of your program like so:

```
A$ = "This is your AMAL program"
A$=A$+"It can be several lines long"
```

Once you've defined your *AMAL* program (don't panic, we will be covering the subject of writing *AMAL* programs in the next instalment of this tutorial), you need to do a little setting up before it will run.

The first step is to assign your *AMAL* program to what is known as a channel, the *AMOS* equivalent of an interrupt. *AMOS* provides 16 of these channels, each of which can be set up to run a single *AMAL* program.

Before you get too excited, *AMAL* does have one limitation which you should be aware of. Unlike *AMOS*, *AMAL* programs need to be tied to a particular sprite, bob or screen. As a result, each *AMAL* program can only affect a single object (the movement of a single bob, for example). If you want to control more than just one sprite, one channel is required for each additional sprite. Thankfully, *AMOS* provides 16 separate *AMAL* channels, so there's plenty of scope for more complex programs.

In order to define a channel, you need to tell *AMOS* which channel you wish to use by passing a value between 0 and 15 and – most importantly – what type of object the *AMAL* program will effect, followed by the identifier number for that object.

To handle all of these different eventualities, *AMOS* provides six different permutations of its Channel command. Here are those Channel commands in all their glory:

```
Channel to Sprite
Channel to Bob
Channel to Screen Display
Channel to Screen Offset
Channel to Screen Size
Channel to Rainbow
```

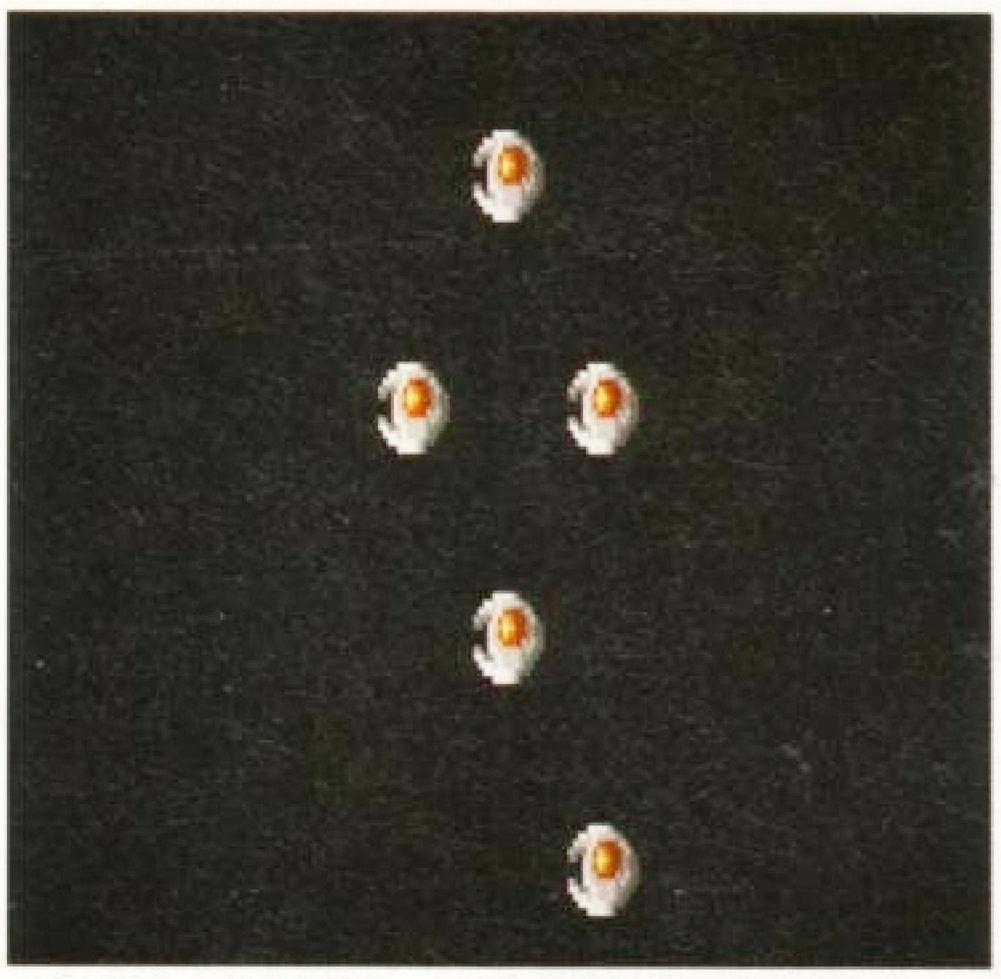
With the channel safely allocated, you need to pass *AMOS* the name of the string variable that holds your *AMAL* program for that particular *AMAL* channel. The command to do this is as follows.

```
Amal CHANNEL, STRVAR$
```

This command is straightforward enough – the channel parameter holds the number of the interrupt channel that the *AMAL* program is to be assigned to and the parameter STRVAR$ is the name of the string variable that holds your *AMAL* program.

With both of the objects you wish to control and your *AMAL* program assigned to an interrupt channel, all that remains to do is to bring the *AMAL* program to life with the Amal On command.

Anyway, that's enough of the theory – in the box on the top right is a simple demonstration program to whet your appetite for more. When you run this program you'll notice that the *AMOS* Direct Mode window appears. There's a very good reason for this too – your *AMOS* program has stopped running although, because *AMAL* programs run under interrupt, the screen continues to scroll.



***AMAL* is particularly handy for handling the movement of aliens, mainly because their movement is rarely very complex.**



Writing *AMAL* code makes games programming considerably easier because you can allocate interrupt channels to the movement of your sprites and bobs.

I AM 10 — 10 YEARS OF THE AMIGA

The first Amiga programming language was *ABASIC* by Bristol-based company Matacomco which only came with the first A1000s. It was rush-released because Microsoft were unable to complete *Amiga BASIC* in time for it to be included with the A1000.

AMAL DEMO

```
Rem *** AMAL demonstration
Rem *** By Jason Holborn

Screen Open 0,640,256,32,Lowres
Flash Off : Curs Off : Cls 0
Screen Display 0,128,48,320,256

For C=0 to 500
    X=Rnd(640)
    Y=Rnd(512)
    S=Rnd(50)+1
    Ink Rnd(32)
    Bar X,Y To X+S,Y+S
Next C

Rem *** Here's our AMAL program...
A$ = "              Let RA = 0"
A$=A$+"A:           Let RA = RA + 4"
A$=A$+"  If RA > 320 Jump B"
A$=A$+"  Jump C"
A$=A$+"B:           Let RA = 0"
A$=A$+"  Jump C"
A$=A$+"C:           Let X = RA"
A$=A$+"  Pause"
A$=A$+"  Jump A"

Channel 1 To Screen Offset 0
Amal 1,A$
Amal On
Direct
```

BEYOND 16 CHANNELS

Under normal circumstances, *AMAL* provides a maximum of 16 interrupt channels. This isn't a limitation imposed by *AMOS* or *AMAL* but the Amiga's own processor. Although 16 channels will undoubtedly prove to be more than enough for most *AMOS* coders, you may find that you need more. Thankfully, *AMOS* has a solution in the shape of its powerful Synchro command which essentially allows you to turn off the Amiga's own hardware-based interrupts and run your *AMAL* programs directly from within your *AMOS* program.

The one big benefit of this approach is that you get far more channels to play with – with interrupts turned off, the number of *AMAL* channels available increases from 16 to 64. What's more, you can also make use of special collision detection functions which are not available when *AMAL* programs are run under interrupt.

In order to take advantage of this powerful facility, you need to start your program by turning off interrupts using the Synchro Off command. Once this is done, you can define your *AMAL* programs and run them.

However, each time any of your *AMAL* programs waits for a vertical blank (using the *AMAL* 'Pause' command), you have to specifically tell them to restart using the Synchro command. If you don't, they'll just sit there dumbly.

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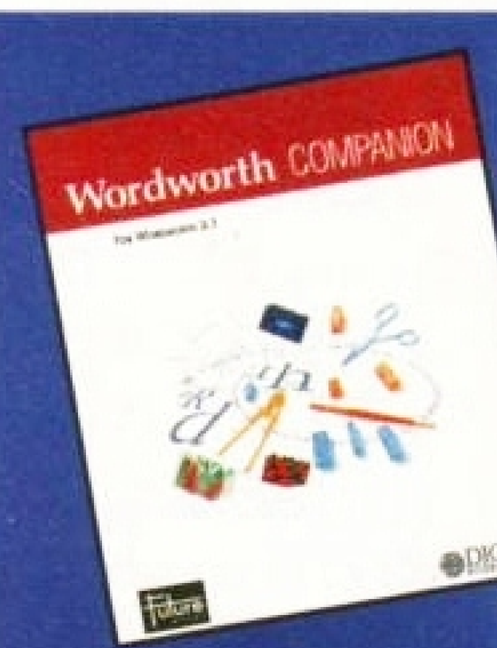
Get in print with Wo

In the first of his *Wordworth* tutorials, **Larry Hickmott** explains how to get the best out of printing using this excellent word processing package.



If you missed the *AF70 Wordworth AFC* Coverdisk, turn to page 131 to order your back issue NOW! For details of our *Wordworth AFC* manual and *Spell Checker* offer, see page 130.

THE WORDWORTH COMPANION



This tutorial is an extract from the book the *Wordworth Companion* which has been written to help *Wordworth* users design anything from letterheads to leaflets, from newsletters to invitations – and it uses easy-to-follow tutorials to show you how.

Written by Amiga DTP expert Larry Hickmott, and with the full support of Digita International, the *Wordworth Companion* features many illustrations that show you just what *Wordworth* can do – results that you'd normally only expect from dedicated DTP software.

The *Wordworth Companion* costs £14.99, and is available both in good bookshops and mail order from Future Books (to order, call 01225 822511).

One of the most important things you can do when creating templates for *Wordworth* is to get *Wordworth* and your printer talking to each other. There is nothing worse than placing a box an inch from the left on your page and then finding it prints two inches from the left on the paper. The following tutorial aims to help you set-up your Print Borders correctly. I am basing this tutorial on Normal (see Print Setup, Project menu) graphics-based printing. It does not apply to PostScript output or when using Printer Fonts. The aim is to produce a master template upon which every document you create from now on will be based.

Because of the differences in printers and printer drivers, the following settings may not be the total solution in getting *Wordworth* or any other program to talk to your printer. With such a variety of printers and printer drivers available, some differences are to be expected. Where possible, use *Digita Print Manager* for controlling your printer.

STEP 1

On Workbench, double-click on the Printer icon in the Workbench Prefs drawer. Select the printer driver you normally use and then set your preferences as per the screenshot below. When finished, click Save.

STEP 2

Now double-click on PrintGfx. Change your settings so they are the same as the screenshot shown below. Those with colour printers should set Shade to Colour. When finished, click Save.

STEP 3

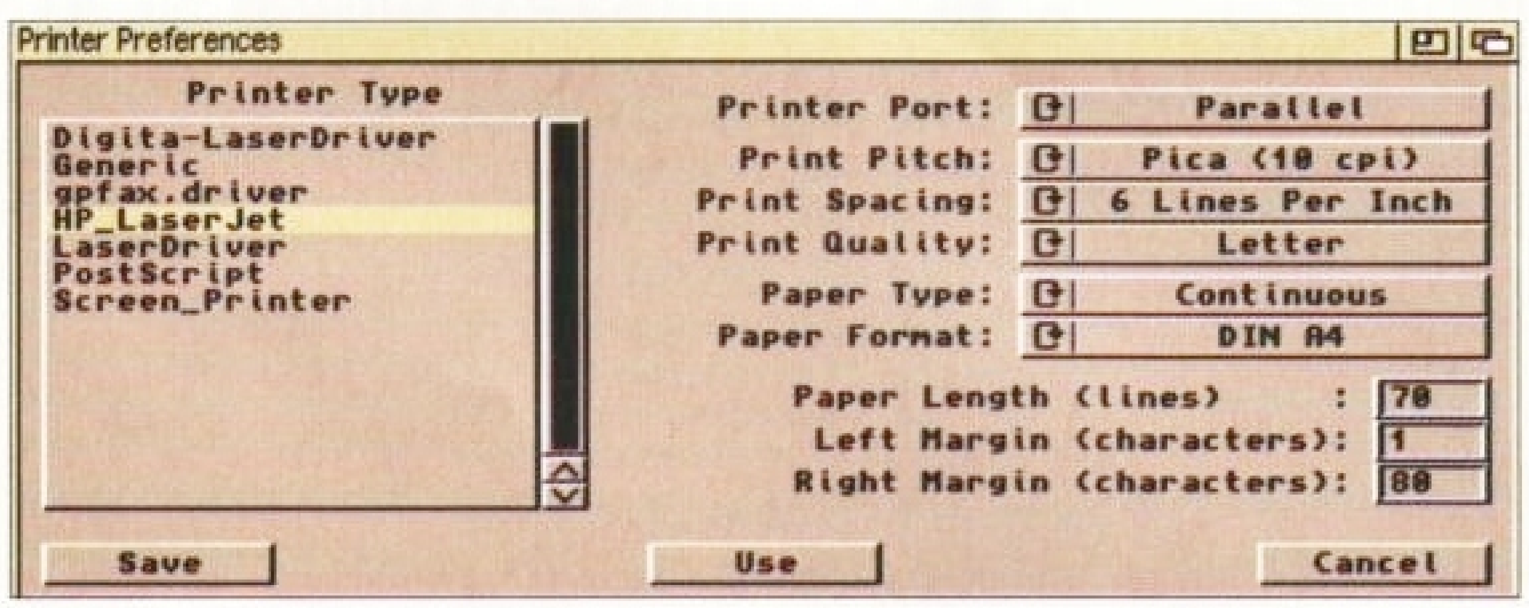
If you have *Digita Print Manager*, make sure you don't select Digita printer drivers from PrinterPrefs because they only work with Digita programs. To use the printer drivers that come with *Digita Print Manager*, select them from within *Wordworth*. If you do select the Digita printer driver, one such as Digita-LaserDriver, and save it as the default printer driver, you will get an error message when you go to print from programs that aren't published by Digita.

STEP 4

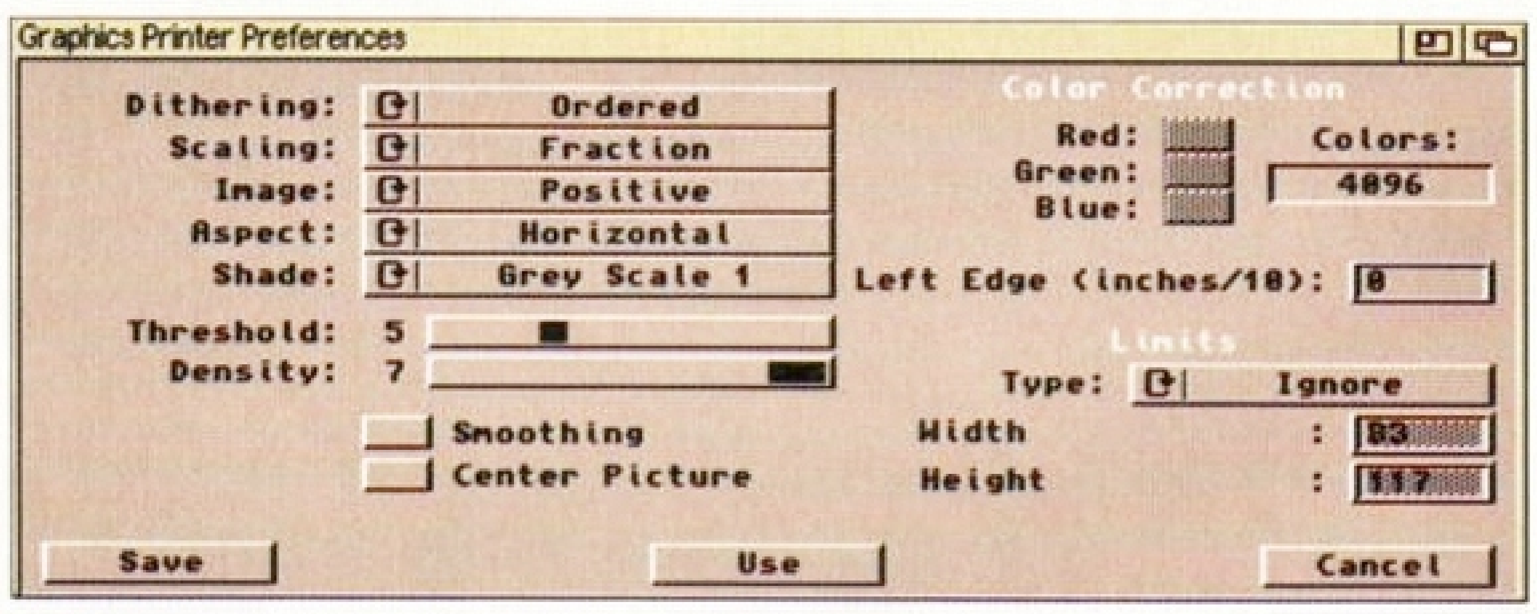
Digita Print Manager is a set of printer drivers and preferences programs that enable you to produce better quality output from your printer. This includes giving you a wide range of dithers to choose from.

STEP 5

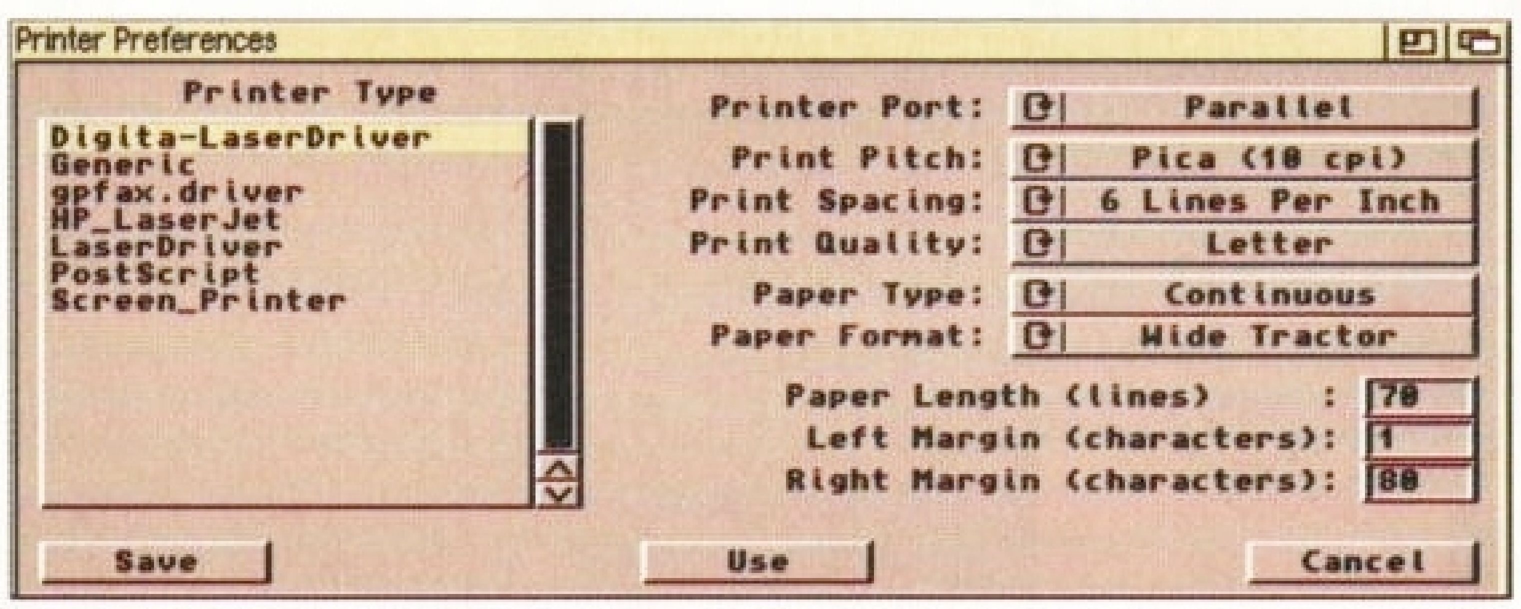
Run *Wordworth*. Choose Print Setup from the Project menu. Set the attributes as in the screenshot (Step 5) except the printer driver, because you need to make sure the printer driver appropriate for your printer is selected. The Print Borders are set to zero to establish how much of the paper your printer can print on. If you don't zero the print borders, you won't know what this is.



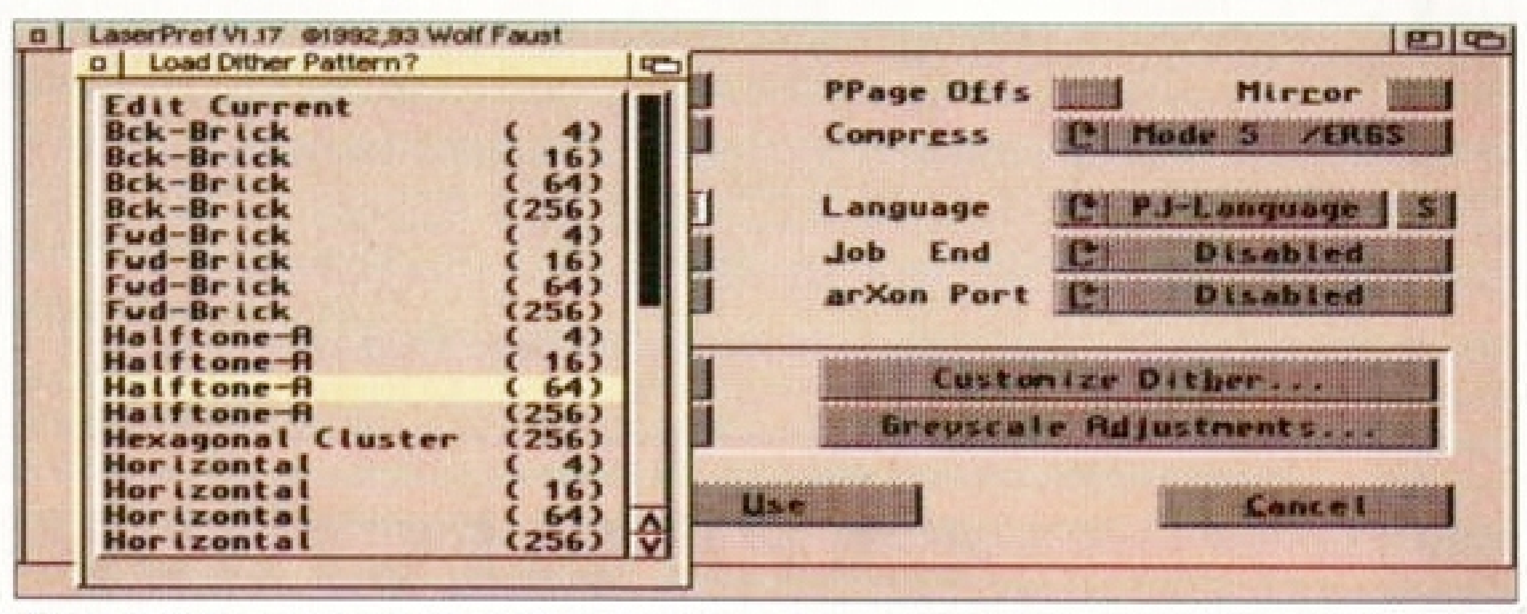
STEP 1: Try using the settings shown in this screenshot before you start following this *Wordworth* tutorial.



STEP 2: Take a note of these settings and apply them to your own PrinterGfx. If you have a colour printer, you should set Colour as the Shade.



STEP 3: WARNING! Do not select the Digita printer driver from PrinterPref because it only works with Digita programs.

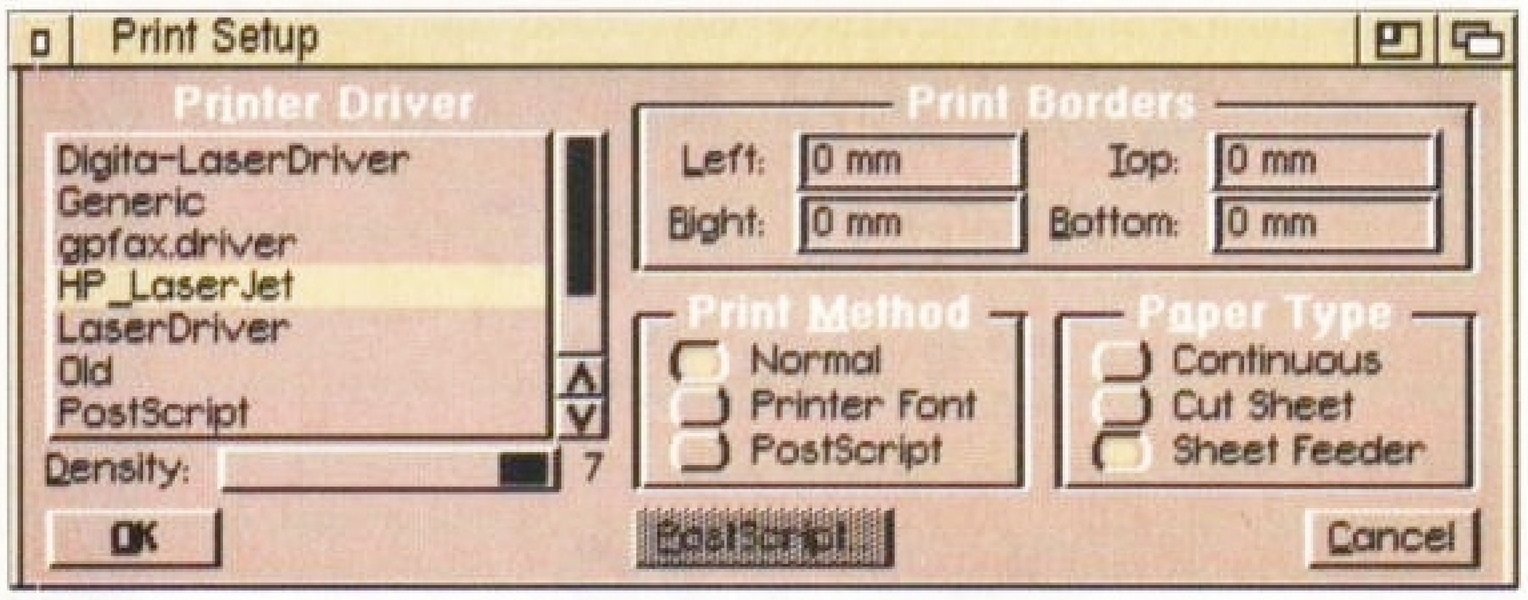


STEP 4: Digita-LaserPrefs is just one of a number of preferences programs that comes with *Digita Print Manager*.

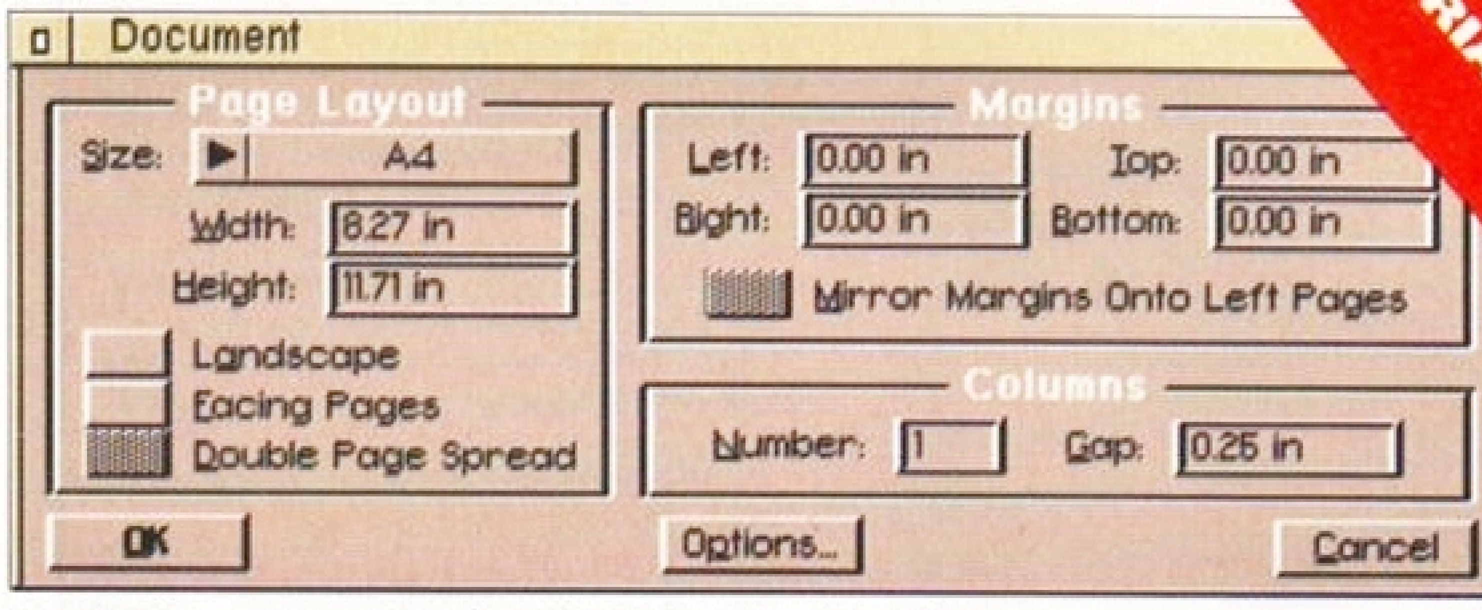
rdworth

Part 1

NEXT MONTH
FONTS ARE THE SUBJECT OF NEXT MONTH'S WORDWORTH TUTORIAL



STEP 5: Zero all gadgets for Print Borders.



STEP 6: The page margins should also be zeroed for this test.

STEP 6

Choose Document. Like before, use the attributes seen in the screenshot (Step 6). All the margins are zeroed, the paper is A4 and there are no headers or footers selected (click Options to deselect Use Headers And Footers).

STEP 7

We now want to place a coloured (any light colour will do) box over the whole page. To do this, choose Drawing Tools (View menu), click on the Square Box tool and draw a box any size. Double-click on the box and enter the figures seen below in the Box Information requester.

STEP 8

Now print the page. Make sure you have Grey Scale 1 selected from the Shade pop-up list in the Print requester (Project menu).

STEP 9

Around the edges of the paper you should now have white borders. Measure these as accurately as you can and make a note of each one. Choose Print Setup (Project menu) and change each of the Print Borders to match the figures you took from your sample printout. For example, if the white margin on the left of the paper is 5mm, then type 5mm as the Print Border for the Left gadget (I've chosen millimetres because it's easier to work with when dealing with small measurements).

STEP 10

Now you need to set the margins for this document. Choose Document (Format menu) and change the margins to the same as the print borders you set in Print Setup. Then place a box on the page 20mm from the left and 30mm from the top and print the page. When the page has printed, measure the distance from the left edge of the paper to the box and it should match the one on the screen. Check the top measurement as well.

The document margins you have now set can be adjusted into the page to give you bigger margins but cannot be adjusted outwards because your Print Border (Print Setup, Project menu) settings dictate the limits of the area your printer can print on. Take the left-hand margin in my example. This can be made 25mm but not less than 5.1mm.

STEP 11

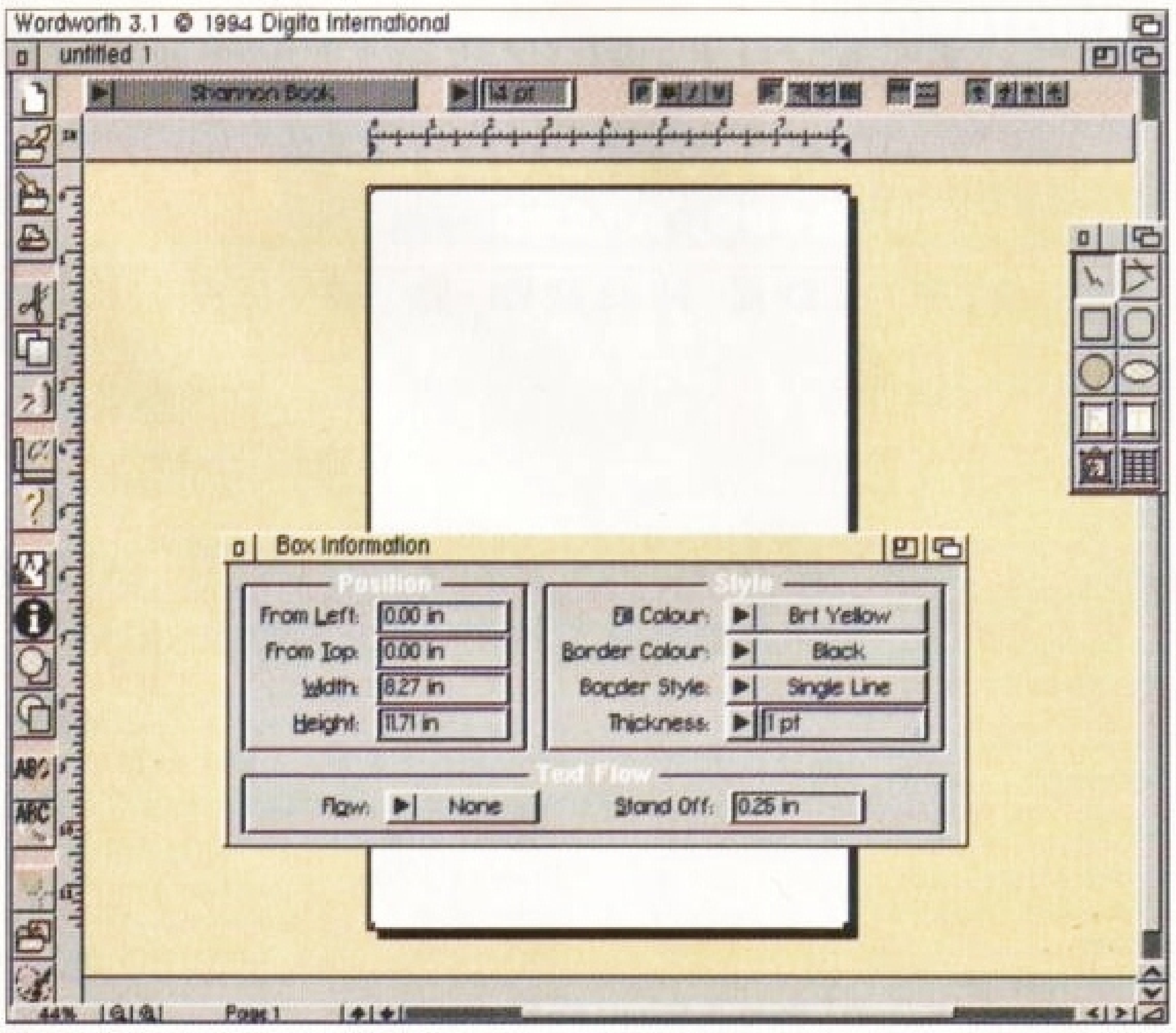
The final step in this section is to check and save your settings. If you Quit *Wordworth* now, all those settings you typed in would be lost. To make sure this does not happen, choose Change Settings (Settings menu, Step 11). Select View and check you have the attributes like the Measurement Unit set the way you want (Step 11 – inset pic).

When you have finished checking all the settings, including the ones in the Print Setup requester, choose Save Settings (Settings menu). Now your settings are saved to disk, it would be advisable to copy them to a master disk and put it somewhere safe . But make sure you remember where it is!

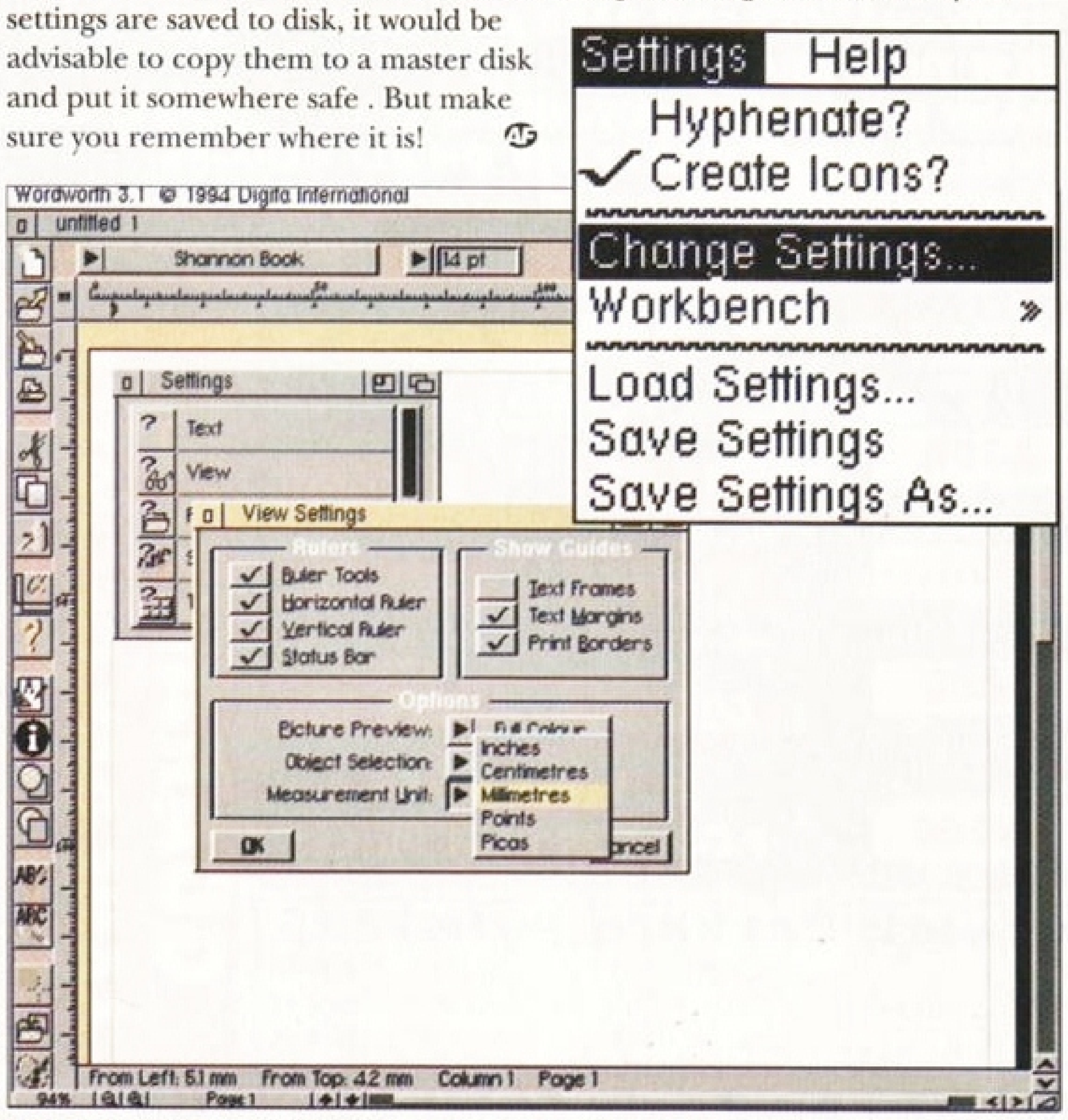
I AM 10

10 YEARS OF THE AMIGA

The first Amiga word processing package was a program called *Textcraft* which was written by one of the original Amiga design and development team, R J Mical.



STEP 7: A light coloured box is placed over the whole page. (So you can see what the print area of your printer is.)



STEP 11: Check the settings and then make sure you save them. It's worth making a master disk of the settings to keep in a very safe place.

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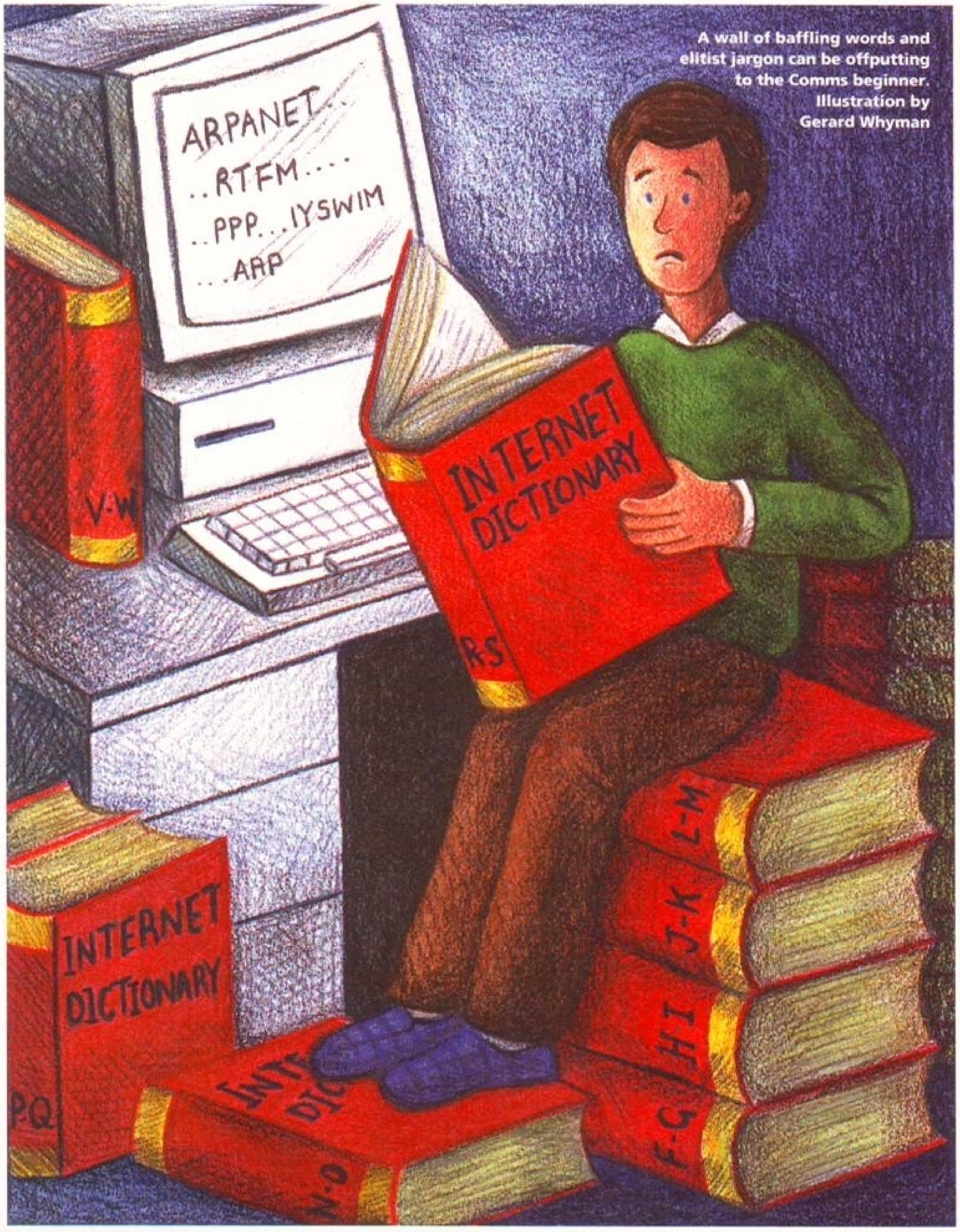
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VISA

Jargonese spoken here

Richard Baguley rages against the rise and rise of jargon in Comms.



A wall of baffling words and elitist jargon can be offputting to the Comms beginner. Illustration by Gerard Whyman

Perhaps I'm just in a bad mood, but a few things have been annoying me this month. The main one has been that old classic: jargon. Maybe it's something to do with the fact that I've been trying to learn the programming language *UNIX* over the past few days, but all of the jargon that surrounds Comms in general has been really getting on my nerves.

I know that some of it is necessary, especially when you are dealing with a technical subject like Comms. When you have things like modems, TCP\IP and the like knocking around you need to use technical names and phrases to really explain what is going on. However, you can be in danger of going over the top. Anybody who's ever listened to a politician will understand how, erm, flexible language can be.

I'm rather afraid that we may have gone well over the top. The sort of language that you'll hear bandied around in newsgroups and conferences all over the Internet has gone beyond purely technical terms into the realm of a new language altogether. As with any subculture, new terms and phrases are developed, many of which appear bizarre and unnecessary to others.

Well, I suppose that's fair enough. I'd be surprised if it happened any other way. Unfortunately, there is one major difference between Comms and something like rap: Comms claims to be easy to get into while rap doesn't.

Remember when you first started investigating Comms? Remember how confusing it all was? Remember how you got mercilessly slagged off the first time you posted a message for breaking the rules of netiquette? Is it so surprising that many people take one look at it and are scared off?

It's not that all of the jargon is necessary either. In my opinion, much of it is designed specifically to exclude people, to keep the knowledge to an elite. I've been tuning into a few newsgroups recently where 90 per cent of the messages are criticising newcomers to the groups. Why? Because they've asked a couple of questions.

Now, I always thought it made more sense to simply not bother replying if you didn't know the answer, but some people seem to get a strange pleasure out of criticising others for no real reason other than the fact that they can't talk in the same jargon as them.

You don't agree? Well, in which case you can FROAD. See if I care.

And while I'm on the subject of annoying things, I saw something a few days ago which really got on my nerves. It was a cartoon. The punchline was something along the lines of "On the Internet nobody knows you're a dog."

What an absolute load of tosh. As soon as you post a message on the Internet you'll be overwhelmed by people who know not only who you are, but where, what, when and why you are. In fact, most of them know you better than your mother. Actually, they don't know anything about you, but since when has the truth had anything to do with the stuff you get on the Internet?

If you actually read any of the messages on the Internet you'll realise how easy it is to make yourself look like a complete fool. Not only that, but some of your fellow travellers on the Information Superhighway are less than tolerant with beginners and won't let you forget it. Make just one insignificant spelling mistake and a whole crowd of pedantic little twits will be crawling out of the woodwork, pointing out what's wrong with your message.

Anyway, I have not yet come across any dog food World Wide Web sites or a list of frequently asked questions on fleas and the best method for scratching them. Although it wouldn't surprise me if somebody out there has nothing better to do with their time than put up a few pages of this type. Howwwlll!!!!

Richard Baguley can be contacted at baggers@cix.compulink.co.uk

I AM 10

10 YEARS OF THE AMIGA

In 1985, there were about a dozen machines on the Fidonet E-mail network, mostly located in the USA. By early 1995 this number had risen to around 25,000, with Fidonet Bulletin Boards on every continent and in nearly every country. The Internet has grown at an even faster rate; most sources put its growth over the last couple of years at around 20 per cent a month.



Nick Veitch – Editor

Mailbag

Send your letters to: Letters To The Editor, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

AMIGA ADMIRER

It may have come to your attention that many Amiga owner are often not treated seriously by other users. Unless you own a 'whats-its-name, so many Megahertz' PC, you are not very well catered for. Whether you are at work, college or school you are very unlikely to be able to work with your favourite computer.

The Amiga is not PC compatible, it does not need to be because it has an absolutely wonderful Operating System and very powerful software. Just look at programs such as *Lightwave, Wordworth, Photogenics* and *Blitz Basic* to name but a few. Neither is the Amiga only a computer for children to play games on. Many of the younger Amiga users, like myself, use the Amiga for programming, music, raytracing and graphics.

People should not put a computer down when they have not used it and are not aware of what it is fully capable of. They should not treat you like a second-class citizen and force you to work with computers and software which limit your abilities. Instead, they should look, listen and learn and find out just what an absolutely smashing computer the Amiga is.

Neil Koniarski, Belper, Derbyshire

They should indeed. I think you can put a lot of it down to jealousy. If you just spent lots of money on some big PC network, you don't want some kid showing you up with his 'cheap toy'. They think you should have a serious looking computer in a big box if you want to do serious computing. I suspect it is the same in many other industries. People are more likely to buy a BMW than a Ford Mondeo, even though the Ford is more powerful. Some people never learn.

DO THESE AMIGAS EXIST?

After reading my dad's PC magazine, I was intrigued by an article about the future of the Amiga. I read about two new Amigas that are apparently in existence – the A600-II (an A600 with AGA support and only half as much RAM) and an A4001, a basic A4000 with a 486 processor card enabling it to run PC software.

It went on to say that the Amiga Workbench will be made available for PCs, Power PCs and Macs and there will be a RISC emulator for the A600-II and a software A1000 emulator for PC with a minimum requirement of 256K of RAM and a 286 processor. They also stated that by October a new RISC-based machine called the PowerAmiga will be available along with a new CD console called the CD128/TV?

On a different note, why won't *Transport Tycoon* be available for the Amiga? I'm sure that if Maxis can port *Sim City 2000* from the PC they can convert *Transport Tycoon*, even if it needs 4Mb RAM and a hard drive.

Paul Berry, Stoke-on-Trent, Staffordshire

I'm afraid I haven't read the article in question, but I can certainly say that none of these machines are in production. The only plans for a PC tie-in we know about are a possible Amiga card for the PC, bringing joy and enlightenment to the starving masses.

On a different note, it could be done, but I guess Maxis are wondering if it's worth it. If you want to protest, let us know, and we'll pass on your letters.

SPEED THRILLS

STAR LETTER

Have you ever spent hours and hours re-reading last month's *AF*, making cups of tea, gazing like a zombie into a flickering monitor waiting for a certain little number to read 100 per cent complete?

I'm talking about rendering in *Imagine*. Well, the other day during one of these quiet 'moments', I discovered a method of doubling the speed of my trusty A600. No, I didn't mess around with soldering irons and stuff, I dragged the screen down, so that the title bar was just showing on the bottom of the screen. Try it. That little number goes faster than a Ferrari on Shell Super Unleaded. I don't know the mechanics of it, maybe the processor doesn't have to waste time drawing the screen or something, but rendering now takes hours instead of days.

Steven Outhwaite, Middlesbrough, Cleveland

Well, I think that you might be overstating it a bit, but yes, Imagine will be significantly faster. It is, as you conjectured, something to do with the processor not having to worry about things. I hope all our other Imagine users will benefit from this tip, which wins you an amazing AF sweatshirt.

BACK TO BASICS

We are the owners of an A1200 but we're not computer literate – we have Workbench and *Wordworth* but we don't really know how to use them. The manuals are like reading legal documents! With *Personal Paint* we find we can get two pictures on screen and then we run out of memory! We can actually get the kids' *Art School* disk to do more! Once again the manual is defeating us. Are there any instructions or manuals that you can recommend?

Another point – our A1200 was bought in December 1994 but the *AF Special Edition* in the box was for 1993. Is there any chance we could have a 1994 edition, please?

Anon, Long Eaton, Notts

Continued overleaf ➡

The Gallery

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THE INQUISITOR

by John Lowther, Cleveland

The use of shading, lighting, shadow and colours combine to form a sinisterly enigmatic image. What is this man thinking? Who to burn next? How to face the threat of religious bigotry? Or what price gate admissions will be at Aberdeen in next season's Scottish First Division?



THE BITS ON THE SIDE

FURTHER BACKSTAGE

Where can I get back copies of Subscribers' Superdisks and *Backstage* newsletters?

David McMinn, Inverurie, Aberdeenshire

We only keep copies of the current disks and newsletters, in case they go missing in the post. After that, instead of them clogging up our warehouse, we recycle them, so I'm afraid the answer is you can't get hold of back copies. If there are any particular programs we featured that you can't get hold of now, drop me a line.

NET-PICKING

I thought I might write in using E-mail (even though I've never written to you before) to tell you that your Internet article (*AF68*) was totally great.

I had one problem though: the addresses you used weren't printed in the magazine so I had to get out my trusty magnifying glass and look at the URL address at the top of your screenshots. Could you please print them again and do more articles about the Net.

James Barlon, from Newsgroup alt.cows.moo.moo.moo

Well, the URL for Amiga Format is http://www.futurenet.co.uk/computing/amigaformat.html

The others you can find by following the links as shown in the pictures! If you want to search for a specific site or topic, may I suggest: http://www.town.hall.org/brokers/www-home-pages/query.html which will search a huge database of URLs around the world.

A4000 ROOM SERVICE

I work for the Posthouse Hotel Group, which has recently installed a new Intelevision system where you can access all your details on screen (billing, wake-up calls and so on). They have also got a graphics channel which is used to display the hotel facilities and promotions. Guess what I saw when they came to install the system – an A4000/30 running *Scala*.

Michael Barkhordar, Coventry

It shouldn't be that great a surprise really. The Amiga has long proved itself in this particular field, with information systems in place for hotels, observatories, shows, railway stations and even the Epcott Centre.

MORE RAM

I am an A500 user and I have been cursed with the the caption 'people with under 2Mb are at a severe disadvantage.' Is there any place I can get RAM cheaply, because I cannot afford much at the moment. Also, is there any way I can add AGA to my Amiga or upgrade it to an A1200?

B Scott, Sittingbourne, Kent

Do you have a RAM expansion at the moment? If not, you can get a 512K trapdoor expansion for £19.99 from First Computer Centre. (0113 2319444). For 2Mb, you could either go for Chip RAM with the MegaChip2 at £159 or Power Computing's 2Mb expansion for £90. Call Power on 01234 273000.

F1GP EDITOR

I recently saw a review of Oliver Roberts' *F1 Grand Prix Editor.* I have looked in every mag, book and shop for it, but I can't find it anywhere. Please could you tell me where to find it and how much it costs.

John Griffin, Nelson, Lancs

The F1 Grand Prix Editor is a Public Domain program, so you have probably been looking in the wrong places. Try calling Exclusive PD on 01705 642409. The disk should cost you £1.50.

WHAT HAPPENED TO PAT?

Hi Mr Editor (still you Nick?).

After so much time, may you tell us what happened to Pat McDonald, the previous tech whizz. With so much ping-pong from the crew between the publications of Future, I was expecting to see Pat in one of the *AF* sister publications, but he has completely disappeared.

Did he die because of the new haircut, or is he a suit like you? Thanks Nick, nice work. I just wonder, how much time do we have before you sell your soul to a PC magazine?

Ricardo Madeira, Loures, Portugal



Former *AF* technical editor Pat McDonald: personal projects.

No, Pat is very much alive – well, as alive as he ever was – and in Frome. He very often pops into the office to borrow things. He is currently working on some "personal projects" which nobody else can possibly understand.

I can't really ever see me having anything to do with a PC magazine, simply because I worked with PCs once and boy were they dull. I don't think any magazine in the land pays enough to subject its employees to that sort of torture.

I would suggest that you get hold of the AF Special *number nine,* The Beginner's Guide *(see Back Issues on page 131). There are also plenty of books for beginners, both from our own book department, and from others.*

If you want to find out the basics of Personal Paint, *may I suggest that you get a copy of our own video. Call our Mail Order department on 01225 822511 for details.*

That special edition was the last one we did, so I'm afraid I can't offer you anything else, but if you need any help write in to Workbench or Helping Hand.

GRANGE THRILL

I looked up from my tea recently and before my eyes on BBC's *Grange Hill* was a sixth former eagerly prying a copy of your brilliant mag out of his rucksack – how's that for some free advertising?

Simon Pilkington, Bolton, Lancs

I'm sure rigorous study of the world's best Amiga mag should be high on the agenda for addition to the National Curriculum.

SERIAL LINKED

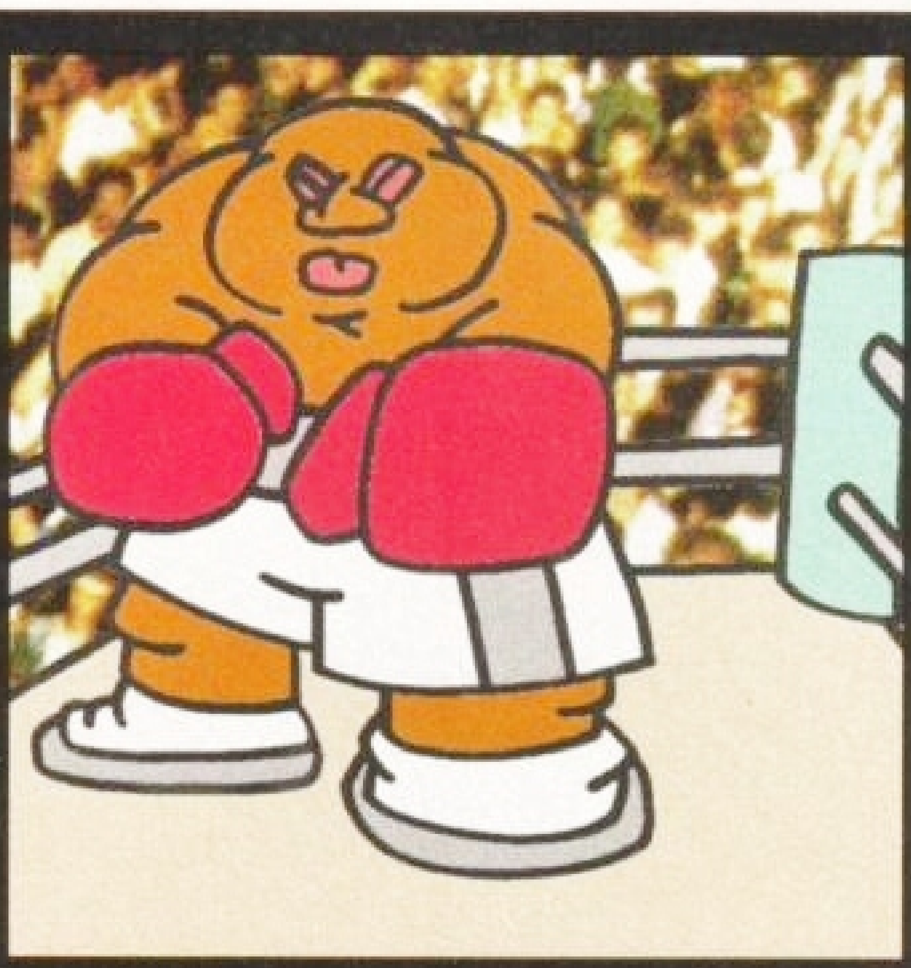
Great article about joining computers together to play games head-to-head (*AF71*). However, I wish to draw your attention to a couple of aspects I feel you missed.

The first is the connection to Bulletin Boards to interactively play games. *Air Warrior* via the Online board is an excellent example.

The second point relates to linking Amigas with modems. I live in Slough and I'm a customer of Cable Corporation. Subscription to their phone system affords free calls at weekends to other subscribers. The network covers Maidenhead, Windsor, Iver, Langley, Heathrow, Staines, Ruislip, Uxbridge, Hayes, West Drayton, Brentford, Chiswick, Heston, Hounslow and Feltham.

I wonder if you could print my details so that similar minded people can contact me.

Craig Poxon, 585 Rochfords Gardens, Slough, Berkshire SL2 5XG Tel: 01753 578370 E-mail: lardy@slough.demon.co.uk



BOXE

by Lavit Simon, France



SPITFIRE

by Leon Pennington, Merseyside



ALWAYS AND FOREVER

by Colin Elliot, Glasgow

YOU'RE TOTALLY FAN-TASTIC

I am writing to say how pleased we at the *Zero Magazine* Fan Club are to see you finally promoted to your proper position at *AF*. We are so happy with your achievement that we have renamed our club *The Zero Magazine And God Nick Veitch Fan Club* (ZMGNV). Whay! Can we have some *AF* goodies and/or an A4000/40 please?

ZMGNV Fan Club,
Huyton, Liverpool

Cheap flattery will get you nowhere. Well, it might get you somewhere, but it won't get you any of my hard-earned A4000, especially as I've spent the last nine months fixing it.

However, we do like supporting user clubs, so perhaps if you send us a copy of your magazine I may, kind and beneficent creature as I am, send you something appropriate.

I'm glad you liked the feature. Yes, we are aware of the on-line services such as Air Warrior, *but we felt it was something that was better left for another time.*

As to cable phone networks, it would certainly be interesting to experiment. Some cable companies multiplex the phone data along with all the other signals so they can be carried along fewer cables. This can mean the audio signal is compressed, which could be a problem for high speed data communications.

However, most modem links are designed to work on relatively slow speeds (2400 baud) which should be OK. On my poor editor's salary, I can't afford cable, so I can't say I've ever tried it. Do let us know if you have any success.

ART OF THE MATTER

I intend to put together regular compilations of the best in Amiga artwork. They will be called *Showcase* and will be released into the Public Domain to promote Amiga graphics and Amiga artists.

I would like readers who have artwork they are proud of to send it to me. There are, however, the following requirements:

- The artwork must be your own work. If it is based on someone else's work, please make sure that you credit them.
- It must be in IFF format with a maximum of 256 colours and a maximum resolution of 1,280x256 All HAM modes are acceptable, providing you adhere to the screen/colour limitations.

Please send artwork on disk, include your name, address and sufficient postage in loose stamps for returns. If I include your work, you will receive a free copy of the edition of *Showcase* it appears on.

Michael Hall,
30 Plas-Yn-Rhos, Penyffordd,
Chester, Clwyd CH4 OJU

Well, that all seems fairly reasonable. Are you going to keep track of submissions so that contributors can be contacted?

WHOOPS!

In *AF71* we printed the wrong E-mail address for the letter titled *Favouritism*. The letter was from Mat Newton Ede whose address is: mattne@bread9.demon.co.uk.

I AM 10

10 YEARS OF THE AMIGA

The great radio telescope array at Jodrell Bank used Amiga technology to provide fast colour images of the data the telescopes were receiving from deep space.

MAKING A MEGA 500

Amid all the bickering between console and computer owners , I was wondering how many of them actually stop to think about how similar their beloved systems are.

I got thinking about this very topic and after a bit of research, I discovered that my A500 has the same model of micro-processor as a Mega Drive and that it was physically the same. Almost. The Mega Drive processor runs at 12MHz and the A500 runs at 7MHz.

So, I bought a second-hand Mega Drive and extracted its processor. This 12MHz processor is now sitting in my Amiga and is testimony to the fact that our machines are more closely related than we might have thought. My Amiga is also a tiny bit faster.

Giles Burdett,
Wakefield, West Yorkshire

Many machines use the Motorola 68000 family of processors – they are in everything from Amigas to washing machines, because they are a very versatile. This is very good news, because if they weren't so widely used, they would be a lot more expensive. Already it looks like the top of the range 68060 will be a lot cheaper than the 040 was, because of production advances and the size of the market.
By the way, what is your Mega Drive doing for a processor?

THE MAN AT THE TOP

Write to Amiga International managing director David Pleasance c/o *Amiga Format*, 30 Monmouth St, Bath BA1 2BW.



WARRANTY WORRIES

Will Amiga International, assuming they succeed in their buy-out bid, honour Commodore's warranty commitments? I (and presumably many other owners) took out the extended warranty. I wish to install an internal drive to my A1200, but can't if it invalidates my warranty.

Christopher Handley,
Stamford, Lincs

Despite considerable difficulties, which include the liquidation of our parent company, Commodore has continued to honour all warranty obligations to UK customers. When our purchase of the assets of Commodore is completed, the UK management will continue to honour warranty obligations to customers who have bought in the UK.

Our obligation covers the first 12 months from the date of purchase. Any extended warranty that has been purchased would be the responsibility of our service partners. Our main service partner is ICL and we have been working closely with them over the last 18 months and have every reason to believe this relationship will grow and develop as we move forward as a new company.

GOING DUTCH

We are a little company in Holland, who like to see that the Amiga is surviving so we can continue making presentations on Amigas for advertising and information.

However, the support in Holland for the Amiga was always very poor. Commodore Nederland had bad support and repairs could take months. Also, there was no advertising on TV or newspapers. This is something that has always bothered me, because in Holland people don't know of the Amiga.

Do you have plans to involve Holland in the Amiga marketing strategy, or will users in Holland have to go to Germany or England to buy stuff? Is it possible for me, as a little company, to buy Amigas straight from the producers and sell them in Holland as a dealer?

M van der Laan,
Holland

It is our intention to appoint distributors in each European territory. Part of their mandate will be to ensure products they sell are fully supported. That means end users get the statutory warranty six months or 12 months from the date of purchase. This warranty must be efficiently executed and a suitable service network must be established. It also means a technical help line is provided. We do intend to invest in marketing in Holland. It is likely that manufacturing will yield the first batches of product around September and that full supply should occur within a few months.

Certainly, we will co-ordinate a pan-European marketing strategy, which means ALL product brochures will be the same in each country (except for the language). Posters, point-of-sale material, sales' guides, demo disks, TV commercials, etc will be produced here for the whole dealer network.

WHY GO FOR CD-I?

I'd like to comment on the stupidity of people who are leaving the Amiga for lesser machines like the PC and even CD-i. Why? Because of CD-ROM. About five people in my class at school think that CD-i is superior just because of its FMV compatibility.

The CD-i is only 16-bit for God's sake. Oh, and for another thing, it will be years before CD-i owners get games as cheap as Amiga ones and a few millennia before they get PD. I think PD will save the Amiga. All you have to do is give it a kick start.

Stephen Orr,
Darlington

CD-ROM is important, and I can assure you that new models will be developed to make full use of this effective storage media. CD-i is only 16-bit, but it is quite a good product and is reasonably priced. Without Philips support for this format, there would not be anywhere near the amount of video CDs to select from.

I fully endorse your comments about PD, which was spawned on the Amiga.

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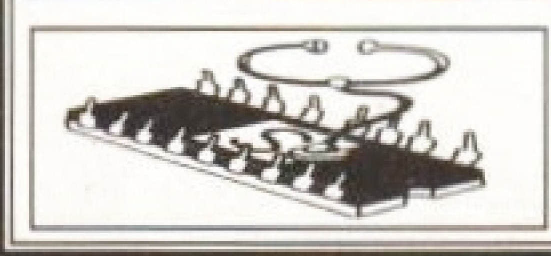
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The Serial Killers



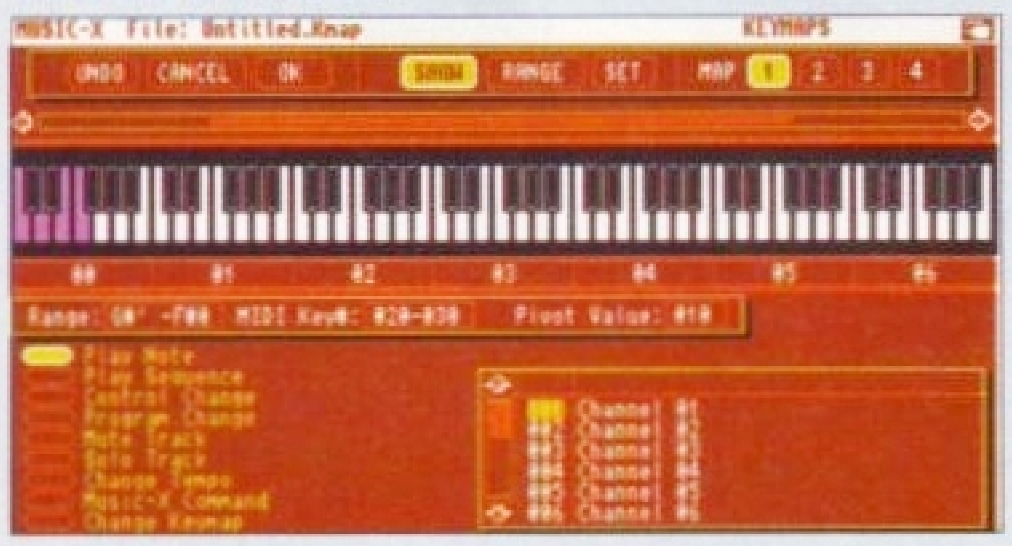
Nothing can beat the thrill of playing the best Amiga games head-to-head with another human player using a serial link cable. And *Amiga Format* can bring you that experience with this specially-selected pack of three of the best-ever serial link games – all for under £30.

The Serial Killers kit includes *Knights Of The Sky, Stunt Car Racer* and *Lotus 2* plus a three metre serial link cable – everything you need to get hooked up.

NEW!

Description	The Serial Killers		
Order code	AMFSK	AF Price	£29.99

Music-X 2

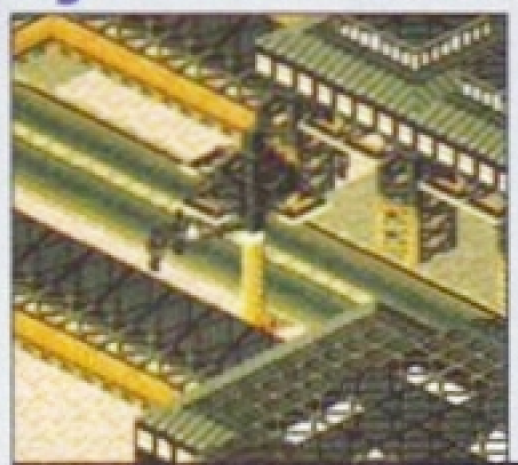


This sequencer package, (85%, *AF60*), is one of the most ground-breaking releases since the original *Music-X* made such a huge impact back in 1989. *Music-X 2* is a full MIDI sequencing package for controlling synthesizers, drum machines and any other MIDI equipment, or you can use it with internal Amiga samples. The leading sequencer for the Amiga.

SAVE £100

Description	Music-X 2	EVEN LOWER PRICE	
Order code	AMFMX2	AF Price	£49.99

Syndicate American Revolt Missions



If you thought the original *Syndicate* (91%, *AF49*) was tough, the *American Revolt Missions Disk* will test your skills to the absolute limit in a series of 21 fiendishly difficult missions. You can't buy this disk in the shops or from any other magazine, but you need a copy of the original four-disk game to use the *Missions Disk.*

Another AF Exclusive

Description	Syndicate Missions Disk		
Order code	AMFDSD	AF Price	£12.99

TV*Text Professional V2

Upgrade to the brand new *Format* Gold-rated version of *TV*Text Professional* now at a huge saving over the RRP!

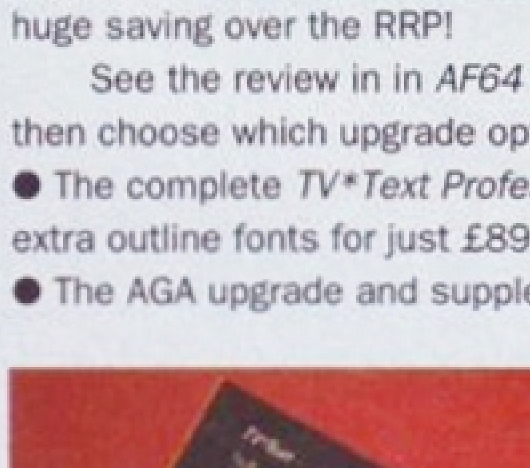
See the review in in *AF64* for full details of this tremendous video titling program then choose which upgrade option suits you:

- The complete *TV*Text Professional v2* package complete with both manuals and 50 extra outline fonts for just £89.99.
- The AGA upgrade and supplementary manual at £59.99.



Description	TV*Text Pro		
Full Package	AFTVTF	AF Price	£89.99
Upgrade	AFTVTU	AF Price	£59.99

Turbotech Clock Cartridge

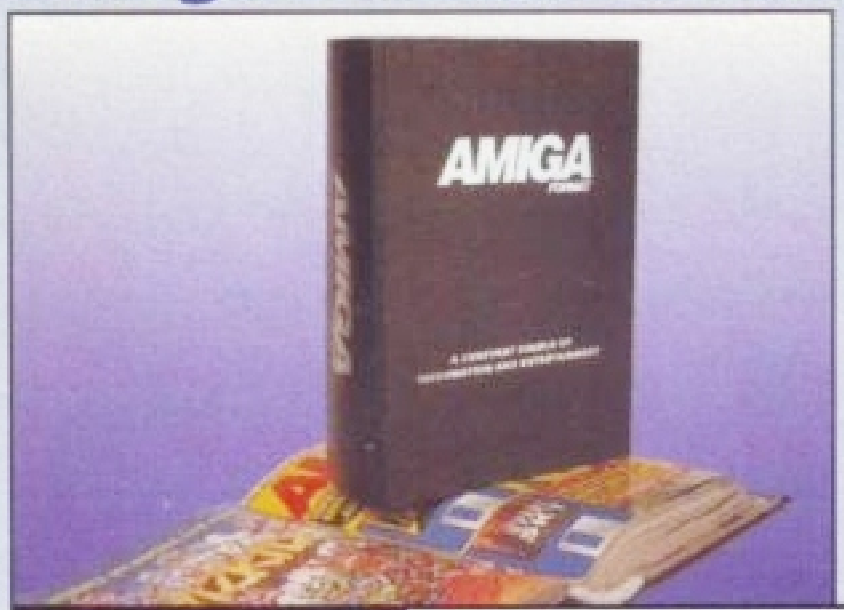


Your Amiga will always know what day it is with this handy device which sets the correct time and date. Simply fits into the disk drive port (or on the back of your second drive). Complete with software.

SAVE £2

Description	Turbotech Clock Cartridge		
Order code	AMFCLO	AF Price	£17.99

Amiga Format Binder



If your magazines live in large piles on the floor, and you can never find the one you want, then keep your *Amiga Format* collection neat and tidy with these practical, yet stylish black-and-silver *AF* binders.

** AF* top tip: buy two!**

Description	Binders		
One binder	AF108	AF Price	£5.99
Two binders	AF109	AF Price	£9.99

Technosound Turbo 2



Like the original *Technosound Turbo*, version two of this sampler from New Dimensions (which scored 88% in *AF51*), enables you to grab digitised sounds and sequence them into compositions. But it also features many improvements and new functions, including direct-to-hard disk recording, and a built-in tracker. The package contains a digitiser and a set of audio leads.

SAVE £10

Description	Technosound Turbo 2		
Order code	AMFTT2	AF Price	£29.99

Mouse 'n' Mat



At last! A quality replacement mouse at a bargain price complete with mouse mat. The 260dpi resolution mouse is 100 per cent Amiga (and Atari ST) compatible and both buttons are fully micro-switched for maximum reliability and performance. The tastefully-coloured neoprene mouse mat, essential for keeping your mouse free of dust and dirt, is 5mm thick and has a non-slip backing surface.

Description	Mouse 'n' Mat		
Order code	AFMM	AF Price	£12.99

Exclusive *AF* Sweatshirts



At last! By public demand, we are delighted to offer these high-quality black sweatshirts discretely enhanced with the *AF* logo. Perfect apparel for those social occasions where what you wear says more about you than credit cards ever can. Available in large only (fits up to 44-inch chest) the *AF* sweatshirt is a tasteful blend of 70 per cent cotton and 30 per cent polyester. Models not included (fortunately).

Description	*AF* Sweatshirt		
Order code	AFSWEA	AF Price	£12.99

Super CD³² Control Pad



If your original CD³² control pad is feeling its age, or you just want an additional pad, you need The Super CD³² Control Pad from Competition Pro. With turbo fire, auto fire and slow motion features, the pad is also perfect for Amiga games.

Description	CD32 Control Pad		
Order code	AMFCPP	AF Price	£19.99

Aladdin

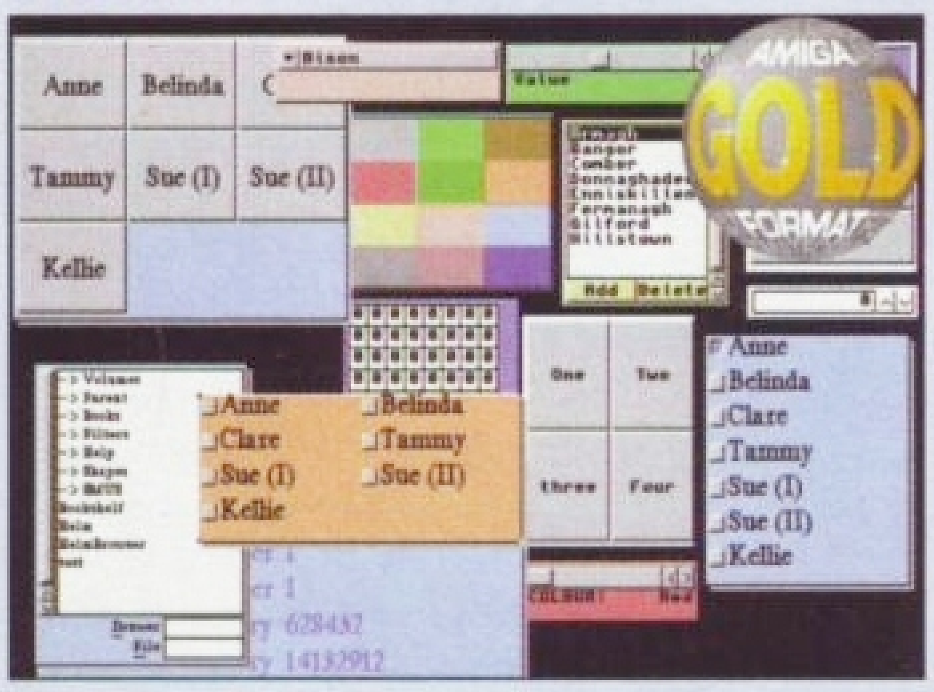


This Disney-inspired platform adventure not only looks great, but it also plays brilliantly and earned a glowing *Format* Gold award in *AF66*. And now *Aladdin* can be yours for £10 off the RRP. *Amiga Format* games editor was so enchanted by *Aladdin*'s spell that he wrote: "It's just like being a real baggy-trousered sword-wielding little man in a cartoon in Khartoum. Or somewhere."

● **A1200 only**

Description	Aladdin		
Black code	AFAL	AF Price	£19.95

Helm



A true multimedia authoring system, *Helm* earned 91% in *AF53*. Create image editors, databases, information managers, presentations or educational courseware. *Helm* is an authoring system *and* a graphics program, combining paint and image processing tools with a scripting language, a hypermedia database manager and user interface objects.

Description	Helm		
Order code	AMF503	AF Price	£99.95

Communicator III

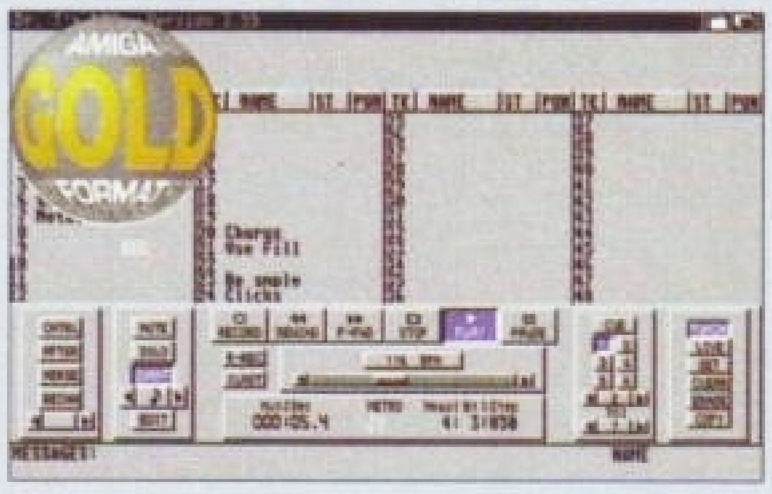


If you have a CD³² and an Amiga then with Communicator you can use your CD³² as a CD-ROM – and it brings many new features including *AGA Viewer* (view CD pictures and animations in 16.7 million colours), Virtual CD (select which menu the CD boots with) and more. Comes with software and leads to connect to the serial port.

Communicator needs at least 1Mb Chip RAM and Kickstart 2 or 3.

Description	Communicator III		
CIII code	AMF505	AF Price	£69.99

KCS 3.5 Level II

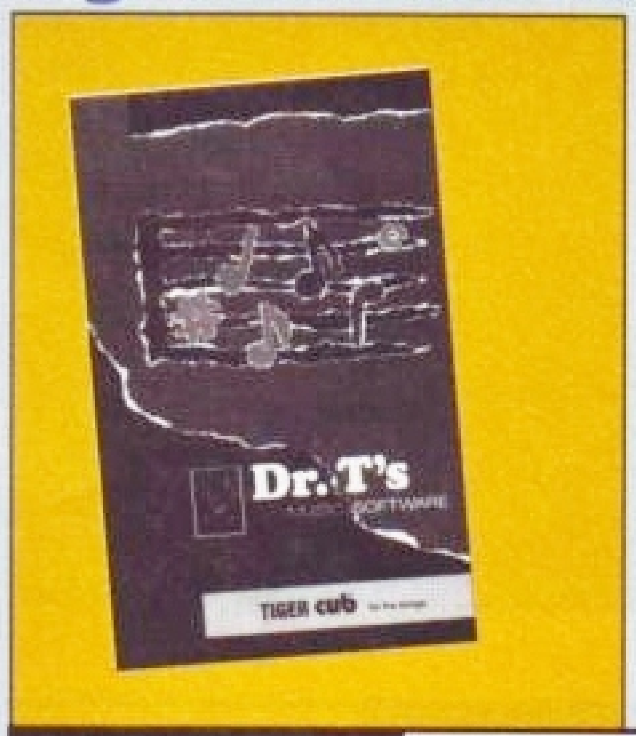


When we reviewed this incredible music package (*AF29*) we awarded it the coveted Gold rating (a whacking 92%) and that was with a retail price of £279. We said: "Contains all the elements you could possibly need to use your Amiga in a serious environment." *KCS 3.5* is much more than just a sequencer, it also contains a whole host of functions, in a multi-program environment (MPE), to allow you a great deal of flexibility in creating music: record notes in *KCS*, edit them in *Tiger* and print out your score using *Quickscore*.

***KCS 3.5* requires 1Mb RAM, although 2Mb, a hard drive and a MIDI interface is recommended.**

Description	KCS 3.5 Level II		
Order code	AMFKCS	AF Price	£69.99

Tiger Cub Manual

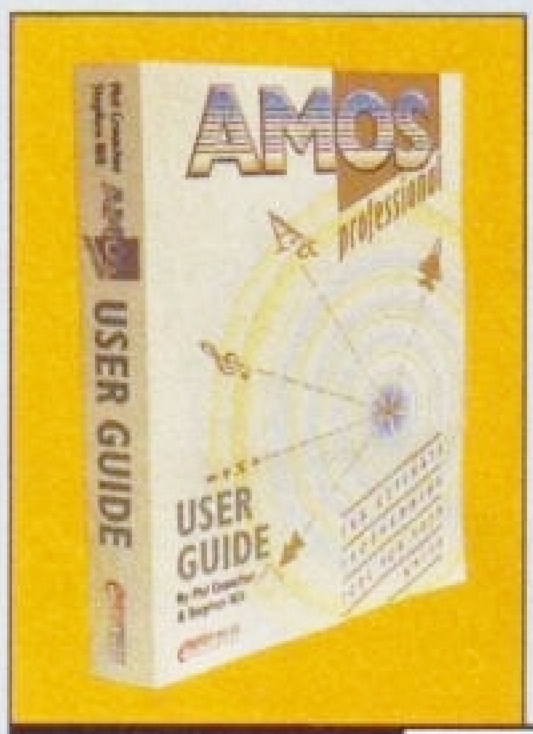


To get the most from your excellent *Tiger Cub* Coverdisk (*AF66*), we are offering the official 100-page manual from Dr T's Music Software for the special price of just £9.99.

Featuring in-depth articles on getting started, the tape recorder, the graphic editing display, menus, instruments, drum kits, quickscore, tables of assignments and much, much more.

Description	Tiger Cub Manual		
Order code	AFTCM	AF Price	£9.99

AMOS Professional User Guide

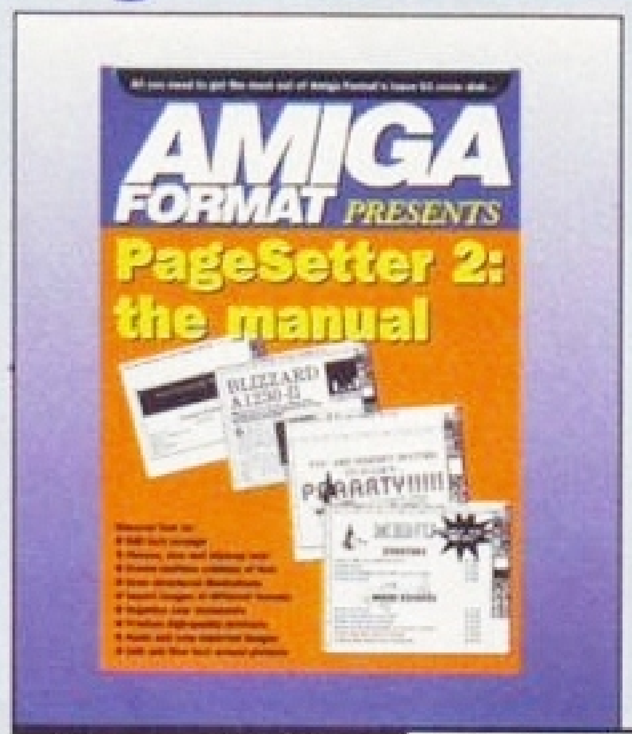


This is the official manual for our wonderful *AMOS Professional* Coverdisk from *AF67*. The 650 pages gently introduce new users to the delights of programming in *AMOS* (97%, *AF40*) and then guide them through the many advanced features of this truly astonishing programming package.

Co-authored by industry guru Mel Croucher, this reader-friendly official manual contains all the essential information you'll need to get the most from our remarkable *AMOS Professional* Coverdisk.

Description	AMOS Pro Manual		
Order code	AMFAPRM	AF Price	£17.99

PageSetter 2: The Manual



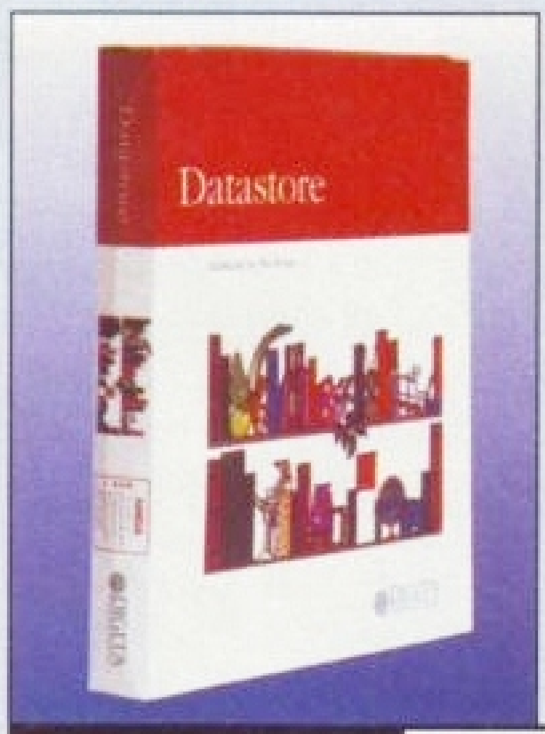
To enjoy the full benefits of the brilliant *AF63 PageSetter 2* Coverdisk, you need the official manual. Learn how to design, create and print your own leaflets, posters, party invites and stationery with in-depth tutorials.

The manual also contains information on importing format images, formatting text, drawing structured illustrations and a full listing of keyboard shortcuts.

With our Coverdisk and the full manual a whole new world of Amiga design and desktop publishing will open up before you.

Description	PageSetter 2: The Manual		
Order code	AFM/PSM	AF Price	£9.99

Datastore

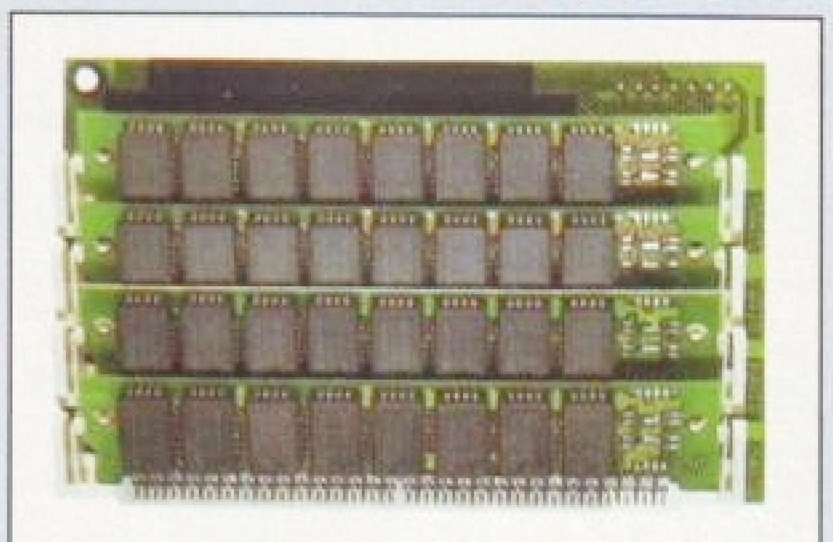


The full version of our tremendous *AF68* Coverdisk is available now. *Datastore* is a revolutionary database, which is accessible, sophisticated and powerful, yet easy to use. The number of records is limited only by the amount of RAM you have available (minimum requirement 1Mb with WB2 or 3).

Easystart templates that come with the package include Club Membership, Recipes, Address Book, and a complete up-to-date *Amiga Format* Magazine Guide. Many commands are performed simply by clicking on icons, and multiple file editing allows several databases to be opened simultaneously. A ground-breaking release.

Description	Datastore		
Order code	AFDAST	AF Price	£49.99

A500+ And A600 1Mb RAM Upgrades

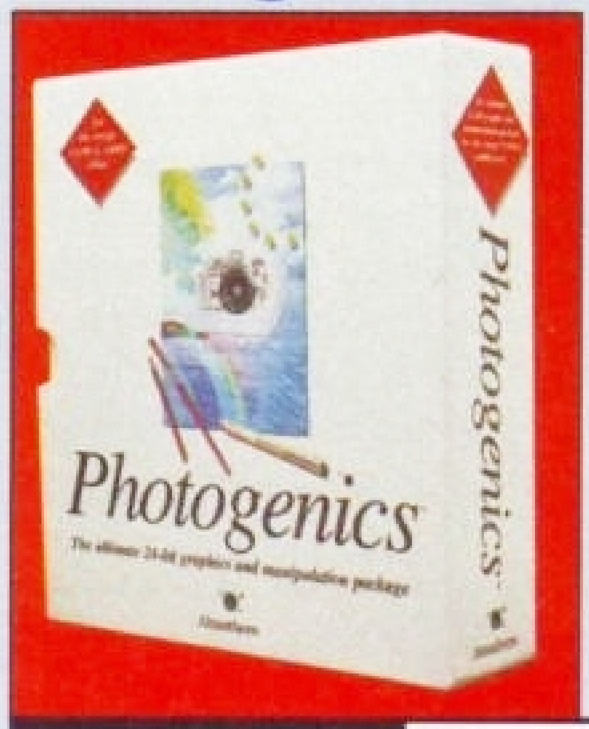


A600 version shown

If you have less than 2Mb RAM, you are at a serious disadvantage, so take this opportunity to upgrade at an astonishingly low price. These boards for the A500 Plus and A600 simply plug into the Amiga's trapdoor connector. They are built to the highest standards and are fully guaranteed for a year. Upgrading to 2Mb will give both your machine and your productivity a boost.

Description	A600/A500+ 1Mb RAM Upgrade		
A600 code	AF6H1M	AF Price	£29.99
A500+ code	AF5P1M	AF Price	£29.99

Photogenics

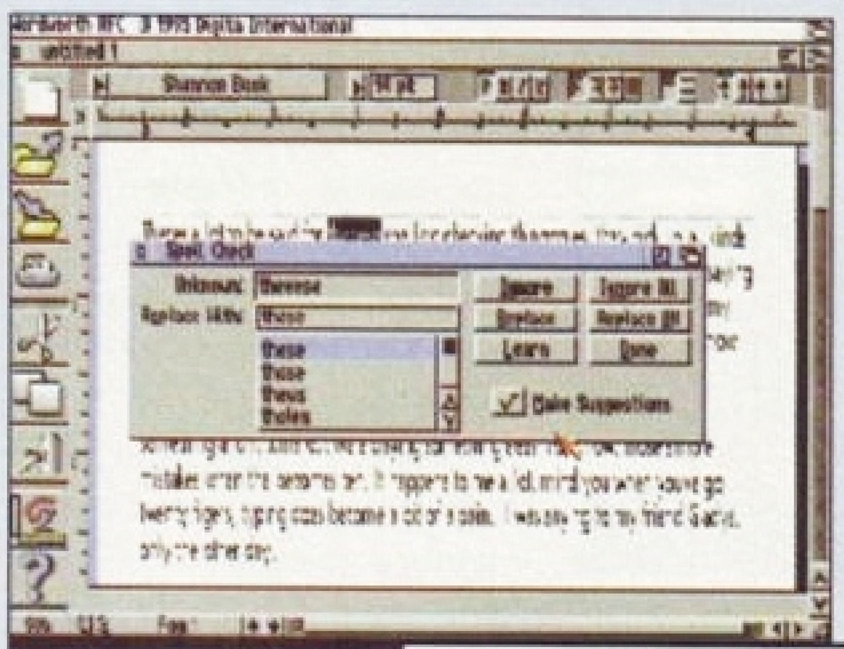


There can't be a single Amiga owner who isn't aware of this package and the incredible impact it's had on the Amiga scene. Read our review in *AF68*, try our exclusive Coverdisk demo from *AF69* and prepare to be amazed.

The most talked-about Amiga image manipulation package ever also brings you the creative freedom of a traditional paint program. Amazingly, *Photogenics* does NOT require a 24-bit graphics board but runs on an Amiga with 2Mb of Chip RAM and Kickstart 3.0 or higher. An AGA chip set is required for colour display.

Description	Photogenics		
Order code	AMF508	AF Price	£54.95

Wordworth AFC Spell Checker And Manual



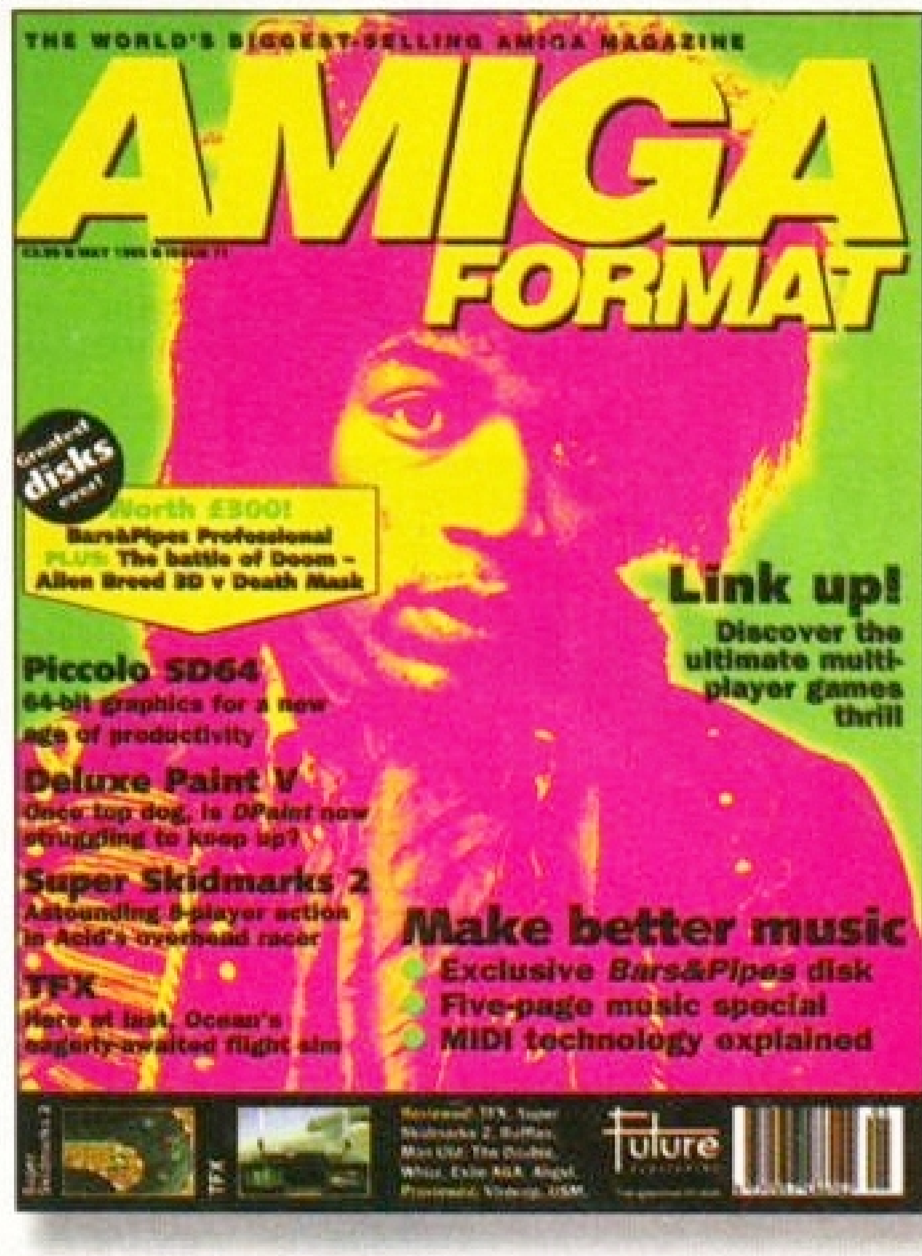
You've already got an exclusive *Wordworth AFC* Coverdisk and the May issue of *Amiga Shopper* (issue 49) contains the drawing tools to go with it. Now all you need is a spelling checker and manual, and here they are. The 26-page manual will guide you through your first steps with *Wordworth AFC* while the dictionary disk contains a 116,000-word spell checker.

Description	Wordworth AFC Manual		
Order code	AMF507	AF Price	£14.99

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Alien Breed 3D & Death Mask

Tread the corridors of doom with these two mean, moody and magnificent alien-blasting demos.

If you missed *AF71* then fill in the form on page 135 NOW!

MORE GREAT ISSUES

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Coverdisks: *Wordworth AFC*, an exclusive version of the outstanding *Wordworth* word processor, plus King Pin and *Bubble 'n' Squeak* game demos.

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Coverdisks: Special demo version of Digita's new *Datastore* database and four action-packed levels from Sensible's sensational *Cannon Fodder 2*.

AF67 — **January 1995**
Coverdisks: Three-disk special edition featuring the full *AMOS Professional* worth £50, *Sensible World Of Soccer*, *ATR* and *Lion King* demos.

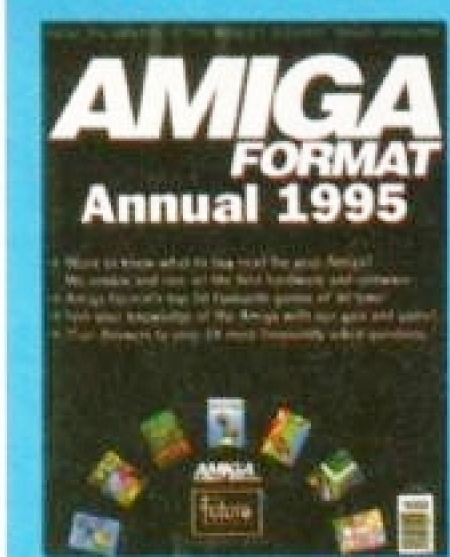
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Coverdisks: Complete *Tiger Cub* music package worth £60, plus a demo of Binary Asylum's fabulous helicopter shoot-em-up *Zeewolf*.

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These two magazines were written by Amiga games experts and carry comprehensive reviews of the best available on disc. Each mag has a Coverdisc packed with game demos, plus in-depth features on FMV and the SX-1 and many other aspects of the CD32. Essential reading.

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Everything you need to know to get started with your Amiga.

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No. 6 Good Hardware Guide
Expert advice on more than 200 hardware add-ons from drives to digitisers.

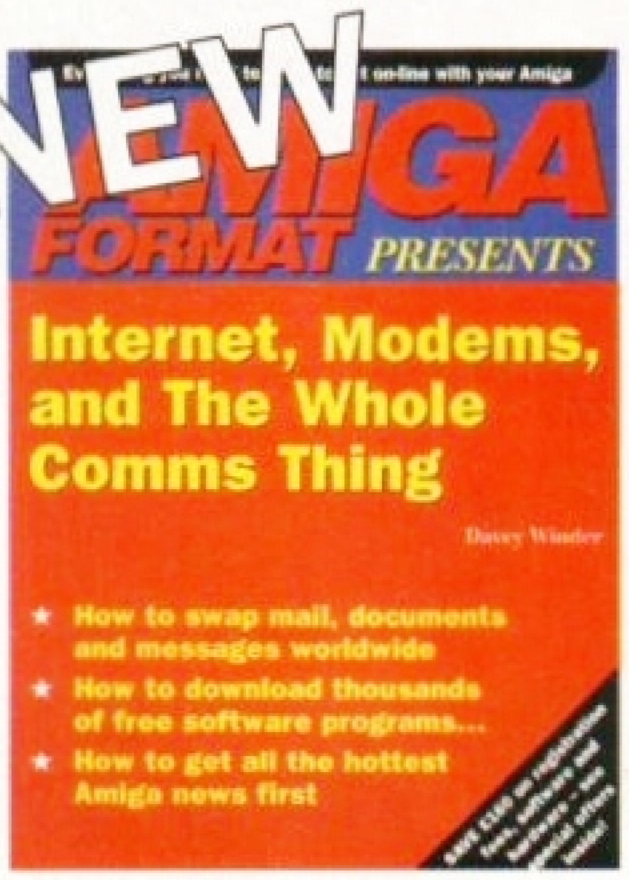
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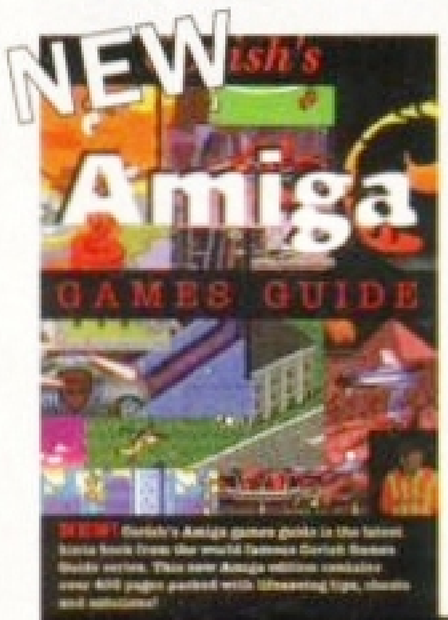
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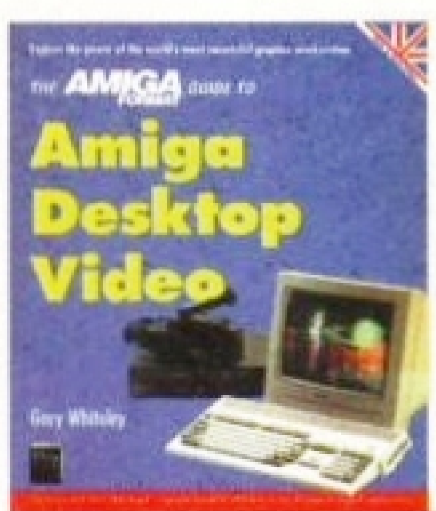
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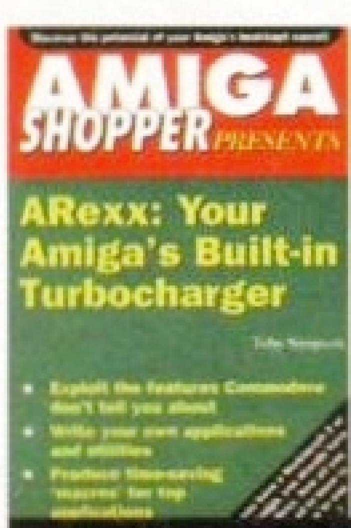
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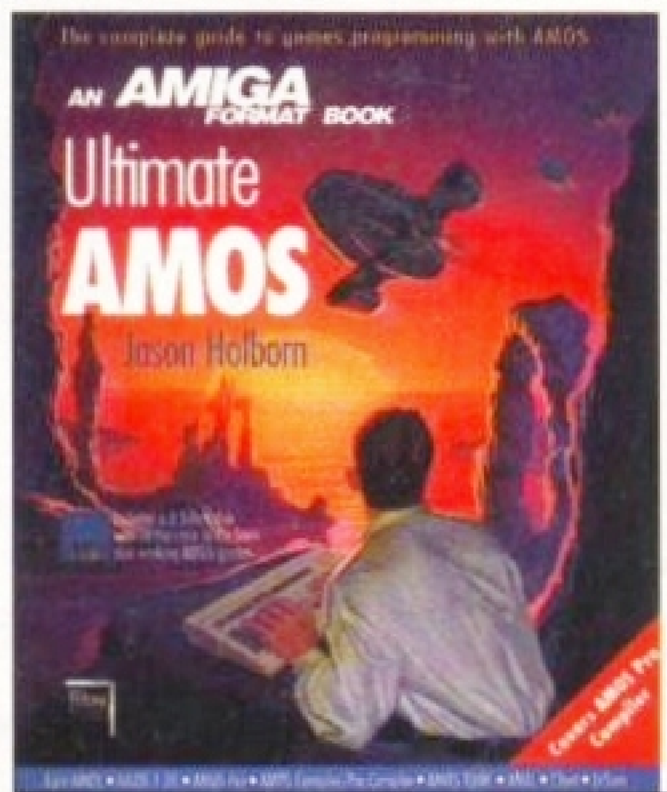
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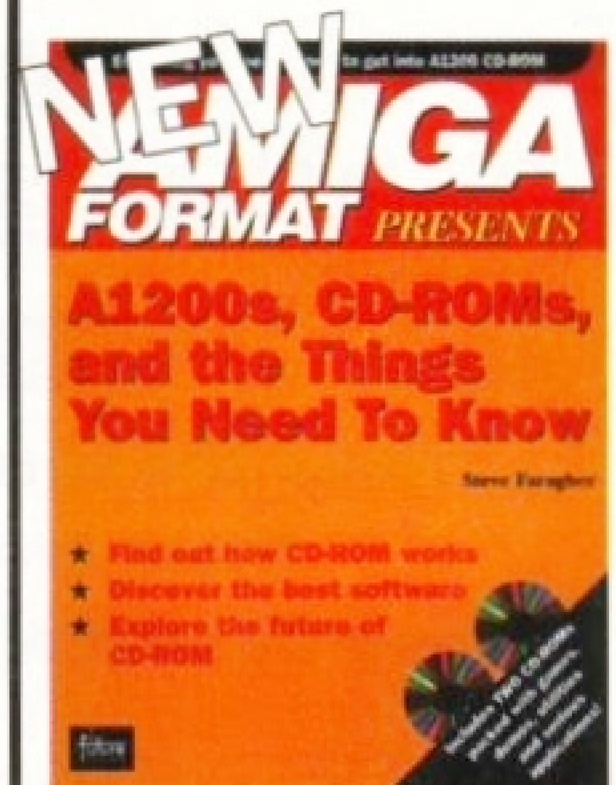
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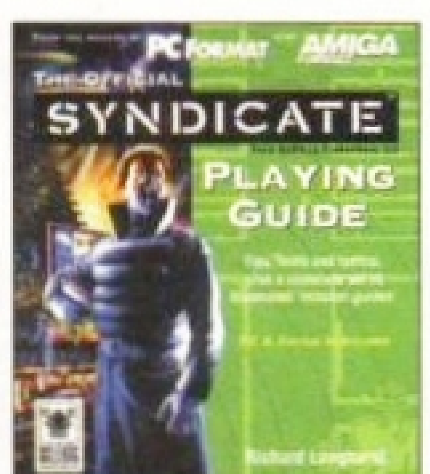
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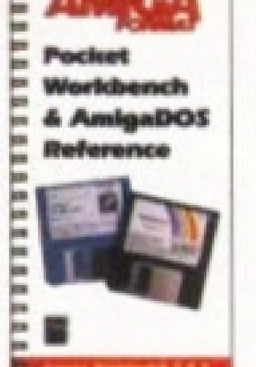


SYNDICATE PLAYING GUIDE

Find out how it's done with this *Syndicate Playing Guide*. You'll find full walk-through instructions and grabs of the key moments for all 50 missions of *Syndicate*. Now there's no excuse for losing!

Order code	FLB5157	Price	£13.95

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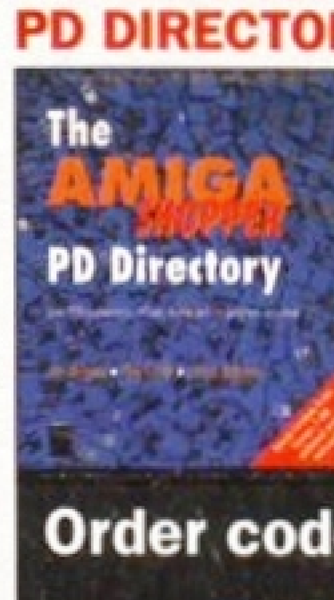


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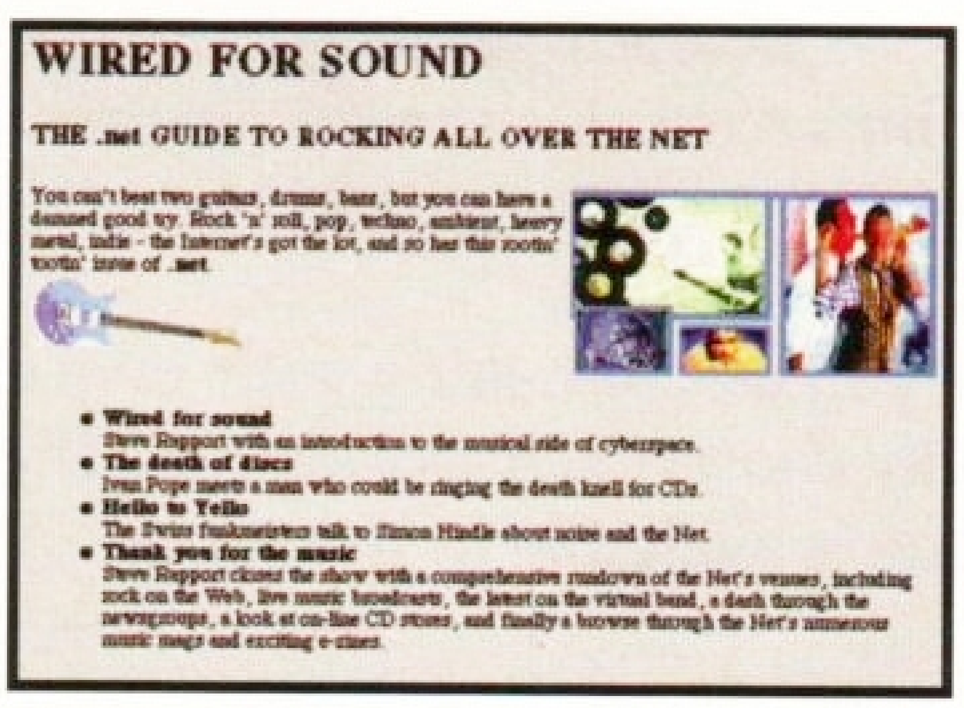
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AF MAG 6/95

AMIGA FORMAT COVERDISKS

WITH THIS MONTH'S COVERDISKS YOU CAN...



Store your JPEGs and save on disk space with *Pegger*. And for children of all ages we have *Magic Storybook*.



Pretend to be a little yellow robot called D.A.V.E. and play this deceptively cute shoot-em-up.

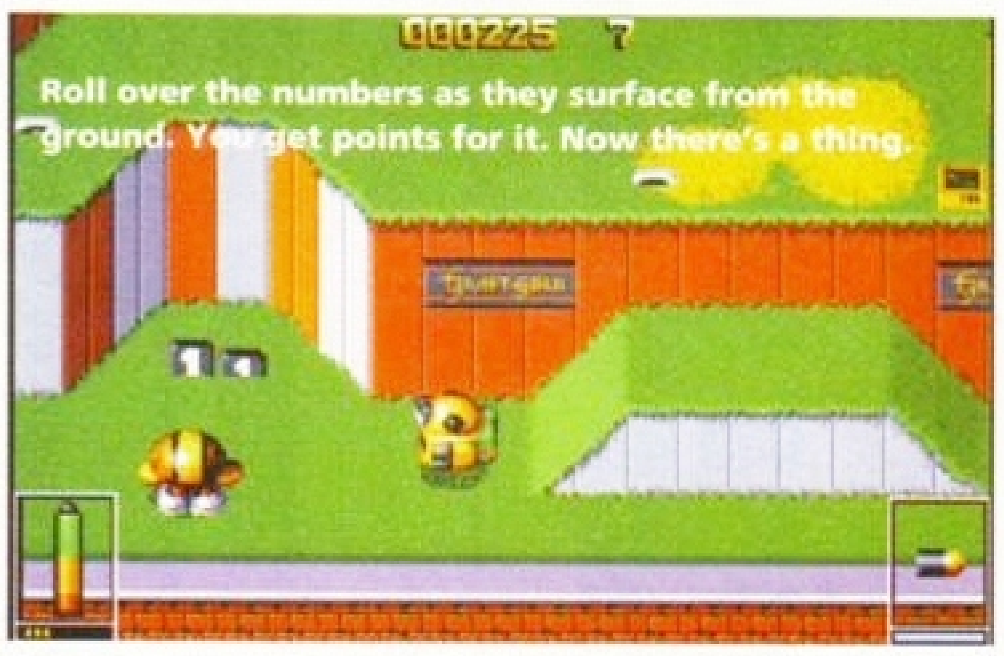


Virocop

Steve Bradley introduces you to star programmer Andy Braybrook's latest game and its robotic hero – *Virocop* and D.A.V.E.

Virocop then. It's a deceptive name, conjuring up images of futuristic policemen, blasting through dark streets on fancy motorcycles which probably have mind-blowing rocket launchers on the front forks.

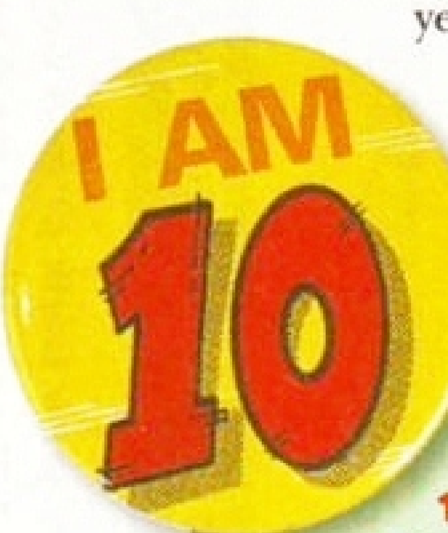
But no. For Graftgold's latest game is considerably cuter than such dark fare, with a little yellow robot as its protagonist and enemies seemingly no



Roll over the numbers as they surface from the ground. You get points for it. Now there's a thing.

KEEP YOUR ROBOT UNDER CONTROL

One-button joystick: Press SPACEBAR to toggle between bullets, bombs and scatter bombs. CD32 joypad: Red button to fire and blue button to toggle between weapons.



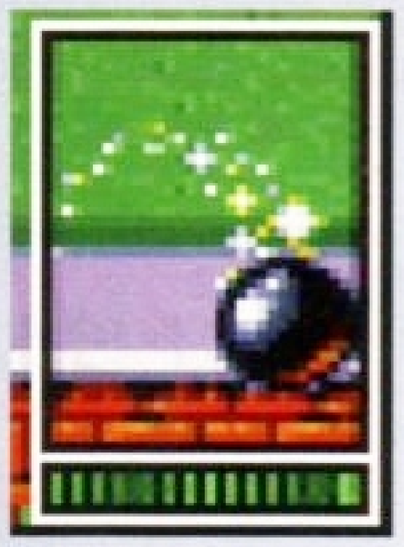
10 YEARS OF THE AMIGA

GAMES EDITOR STEVE BRADLEY'S TOP FIVE *AF* GAMES COVERDISK DEMOS. EVER.

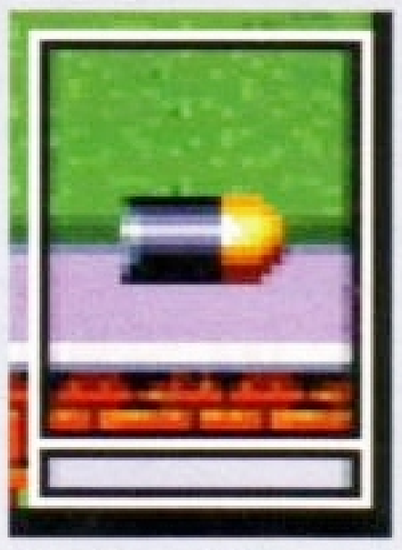
1. *Alien Breed 3D/Death Mask* (AF71)
2. *Second Samurai* (AF51)
3. *The Chaos Engine/Legends Of Valour* (AF40)
4. *Syndicate – New Mission* (AF59)
5. *Sensible World Of Soccer/ATR* (AF67)

We've trawled the ocean of Amiga software and netted two excellent catches to tempt your tastebuds this month. Both dishes are strictly for the Amiga gourmet.

BOMBS, BULLETS AND BLOOD



Black, round, they bounce along the ground. Bombs are great, aren't they.



Steady, solid fare, bullets are really the cornflakes of the arsenal world.



Drop your pile and leg it, then watch the fireworks. Fab.



These green, jellyfish-on-a-field-type-things take a few shots to down.



The pesky moles look rather cute, in a meanish way, but once they start to scatter exploding golf balls it's time to scarper – if robots can scarper.



Thus far, the caption writer has avoided all reference to robot Metal Mickey.



The man on the spacehopper is a disciple of Lucifer. When in the comfort of his own home, he cuts off the ears of the hopper and drinks its blood. He does, you know.

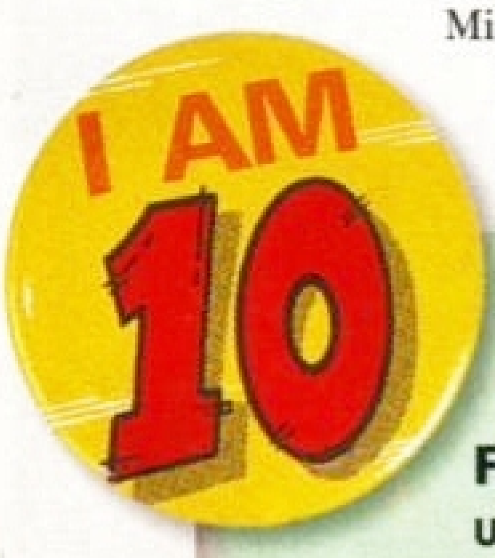
more threatening than the really naughty gang from *Chorlton And The Wheelies*.

You are the little yellow robot and your name is D.A.V.E. – Digital Armoured Virus Exterminator. Mission – to explore and eliminate different viruses within the GameDisk. The GameDisk, you cry, possibly? Yes, it's a virtual holiday theme park and the packages contained within represent different game genres.

Your demo features the sports shoot-em-up level and, if you choose to take advantage of the fine little number, you will trundle around blasting bats, balls and spacehoppers while collecting points and extra energy. But plain sailing it isn't, for moles pop up and spray a bag full of exploding golf balls, tennis balls splay the glorious greens and little men on spacehoppers bounce around as menacingly as 'tis possible to do on a bouncy thing with little ears.

The full version of *Virocop* will feature shoot-em-up, military and platform worlds and the A1200 version will also contain an adventure level – we should have the finished version in our palms within weeks and we will furnish you with considerably more information then. How nice.

After the gory excesses of last month's *Alien Breed 3D* and *Death Mask* demos, the bright, bouncy little yellow robot, pootling across a green and pleasant environment will, no doubt, refresh.



10 YEARS OF THE AMIGA

FIVE GREAT GRAFTGOLD GAMES

- Uridium 2
- Empire Soccer
- Fire And Ice
- Rainbow Islands
- Bubble Bobble

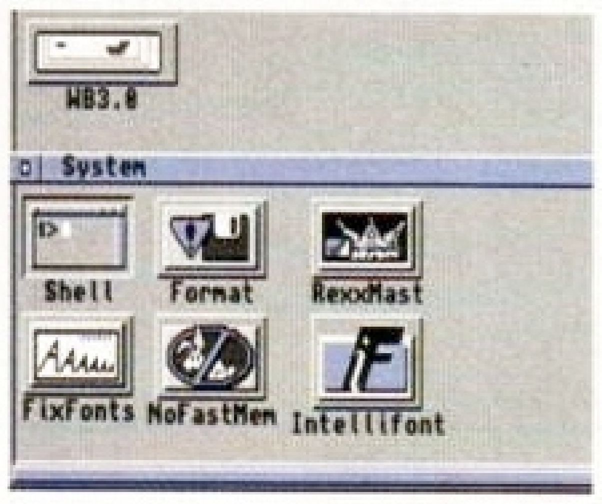


Empire Soccer. Shorts, balls and special shots.

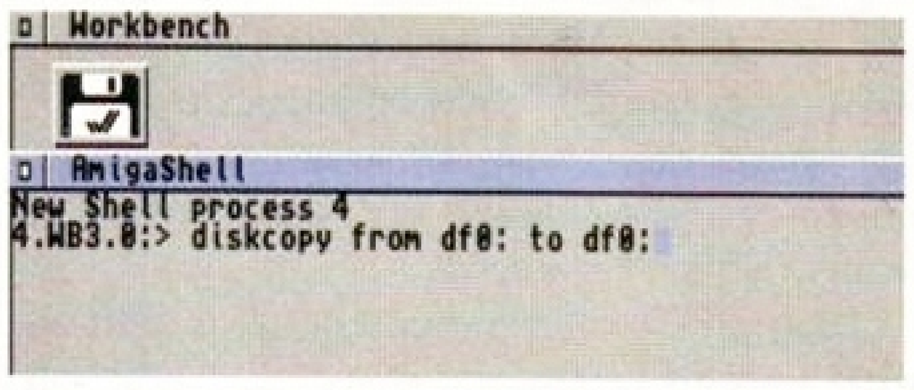
Pegger overleaf ➡

BACKING UP YOUR COVERDISK

Copying your Coverdisk is very simple. Just follow the stages below...

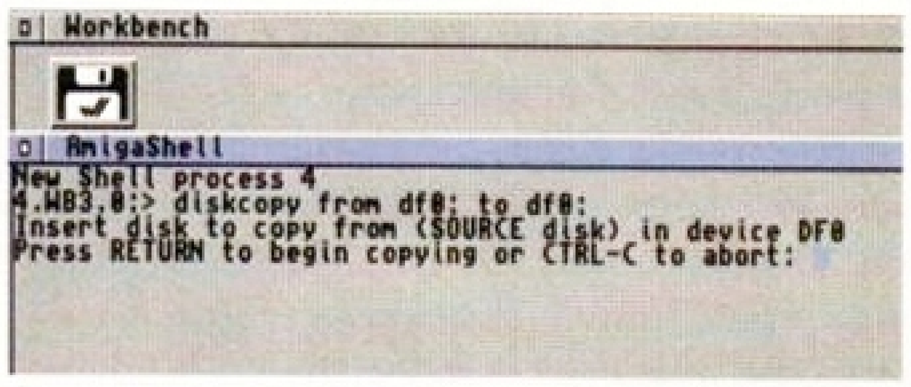


1 Boot up with your Workbench disk, and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.

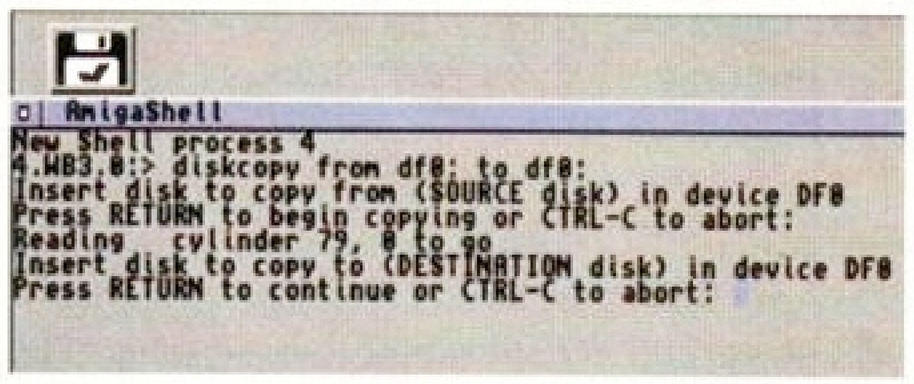


2 Type in the following line exactly as it appears here, taking care to put the spaces in the correct places:

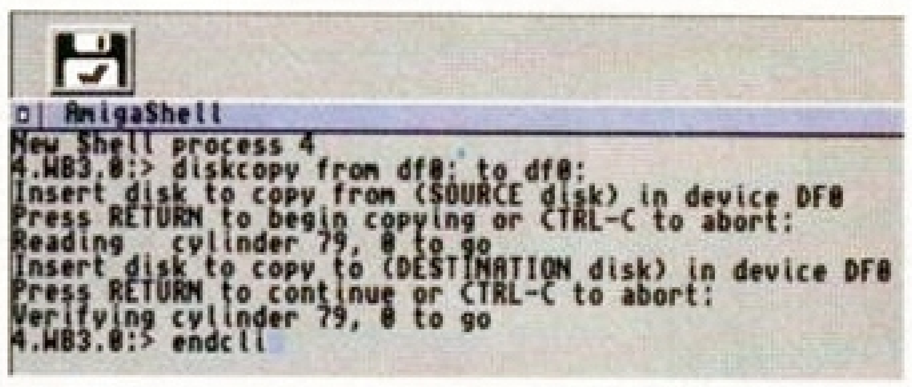
DISKCOPY FROM DF0: TO DF0:



3 When asked for the source disk, insert the Coverdisk and press Return. All of the information on this disk will then be copied from the disk into memory.



4 Once your Amiga has read the info, it will ask for the destination disk. Insert the disk you want to copy to and press Return. All information on this disk will be destroyed.



5 On an unexpanded machine, the Amiga may ask for the source disk again, as it copies in chunks. Finally, type Endcli to close down the Shell. Your copy is complete.

DISK NOT WORKING?

We take every care to test the Coverdisk software, but Future Publishing cannot accept any responsibility for any data loss or other damage occurring during its use. If your disk is faulty, send it back, including a stamped addressed envelope for a free replacement to:

***Amiga Format* (insert the name of the disk) Disk, Discopy Labs Ltd, PO Box 21, Daventry, NN11 5RT.**



Pegger

Graeme Sandiford introduces you to our special version of *Pegger*, a remarkable image formatting program that could make your Amiga-using life so much better.

Producing stunning images is one of the things that the Amiga does best – it's got all the hardware and software it needs to create 3D rendered images and to process scanned images. However, there is a hidden overhead, namely the need to store the images that are produced.

This additional requirement has caught out many an Amiga artist, myself included, who fail to realise the enormous amounts of valuable disk space image files can take up. For example a single image can take up anything from 100K to over 2Mb. Many people find that after working on just a few projects they are soon running desperately short on disk space.

This usually means forking out for another hard drive or possibly even another controller as well. This, of course, can work out to be quite costly. Thankfully, a cheaper alternative to increasing your storage space, the JPEG image format, has come along. This highly compressed format takes up a lot less space.

Unfortunately, not all programs have support for this format and this is where *Pegger* comes in handy. *Pegger* can sit between the files and the programs that use them and automatically convert files to and from JPEGs.

To give you an idea just how much disk space you can spare we've got a demonstration version of this excellent graphics utility. The program works as normal except the processed images will have the *Pegger* logo in the centre.

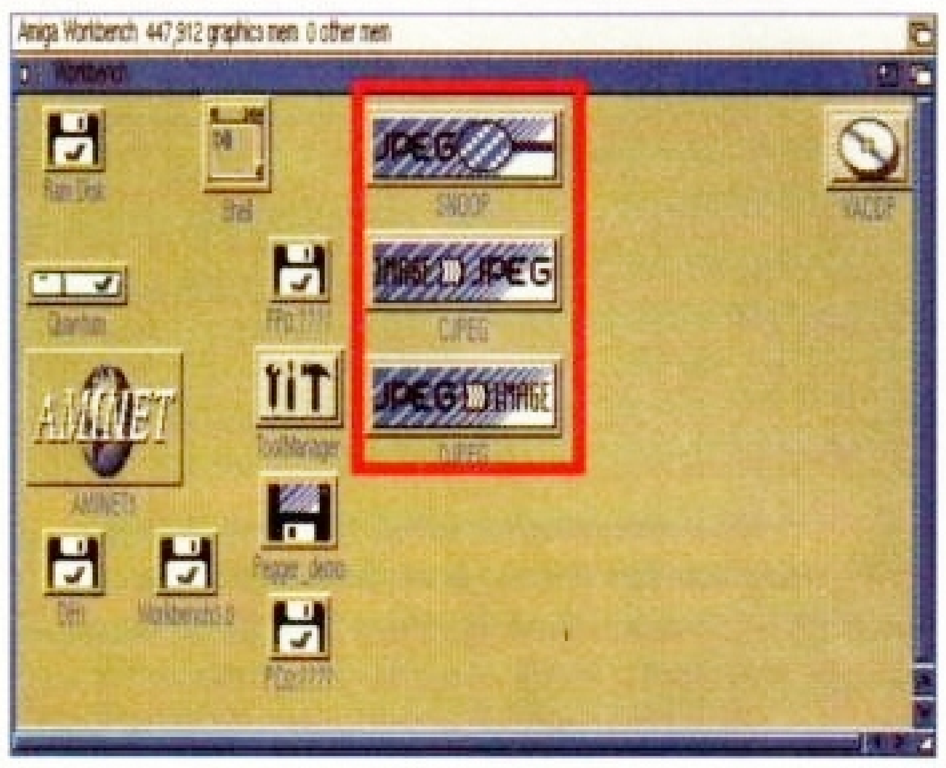
UP AND RUNNING

Because of the sheer enormity of the two programs on this month's Coverdisk A we've had to compress them. In order to decompress these program you'll need to format two disks and call them Magic and Pegger_demo.

Next, you need to re-boot your machine and insert the Coverdisk – this launches the script to unpack the two programs for you. The first program to be unpacked will be the *Magic Storybook*. You'll be prompted on-screen when it's time to insert the disk. Once that is completed you'll be asked to re-insert the Coverdisk, place it in DF0: and then replace it with your Pegger_demo disk when prompted. Afterwards, boot up with Workbench if you wish to install *Pegger* or boot with the Magic disk if you want to use the *Magic Storybook*.

WHAT ARE JPEGS?

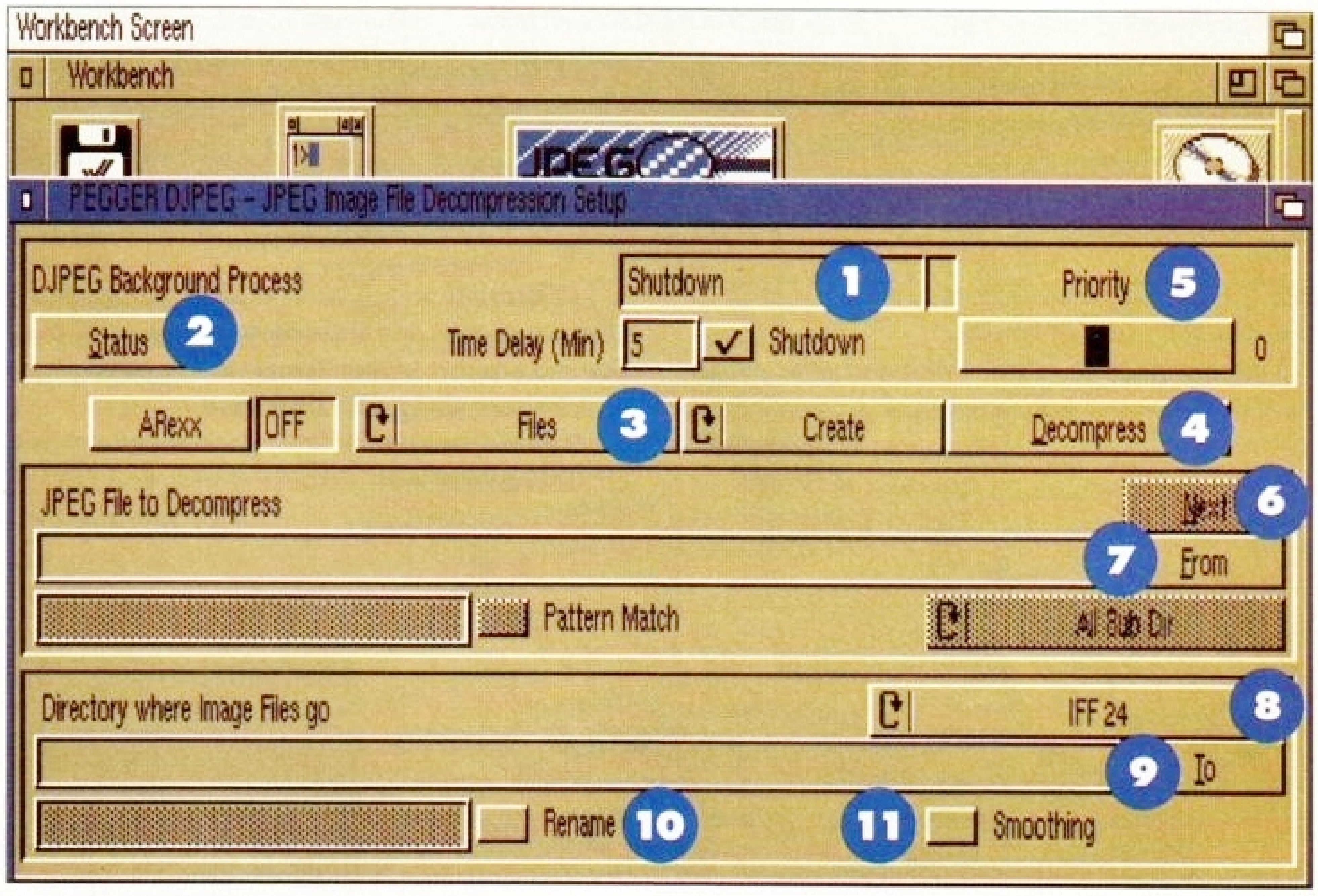
JPEG is a 24-bit format that makes use of complicated compression algorithms to decrease the file size of 24-bit images while maintaining the quality of the image. This format was created by the Joint Photographic Experts Group and works best on scanned images of the real world, because you can get away with lower quality settings before the image quality begins to suffer. Usually, a quality setting of about 85 to 90 per cent is sufficient for most images. There is only one real drawback to using the JPEG format and that is the compression and decompression routines are quite processor-intensive.



DROP THAT IMAGE

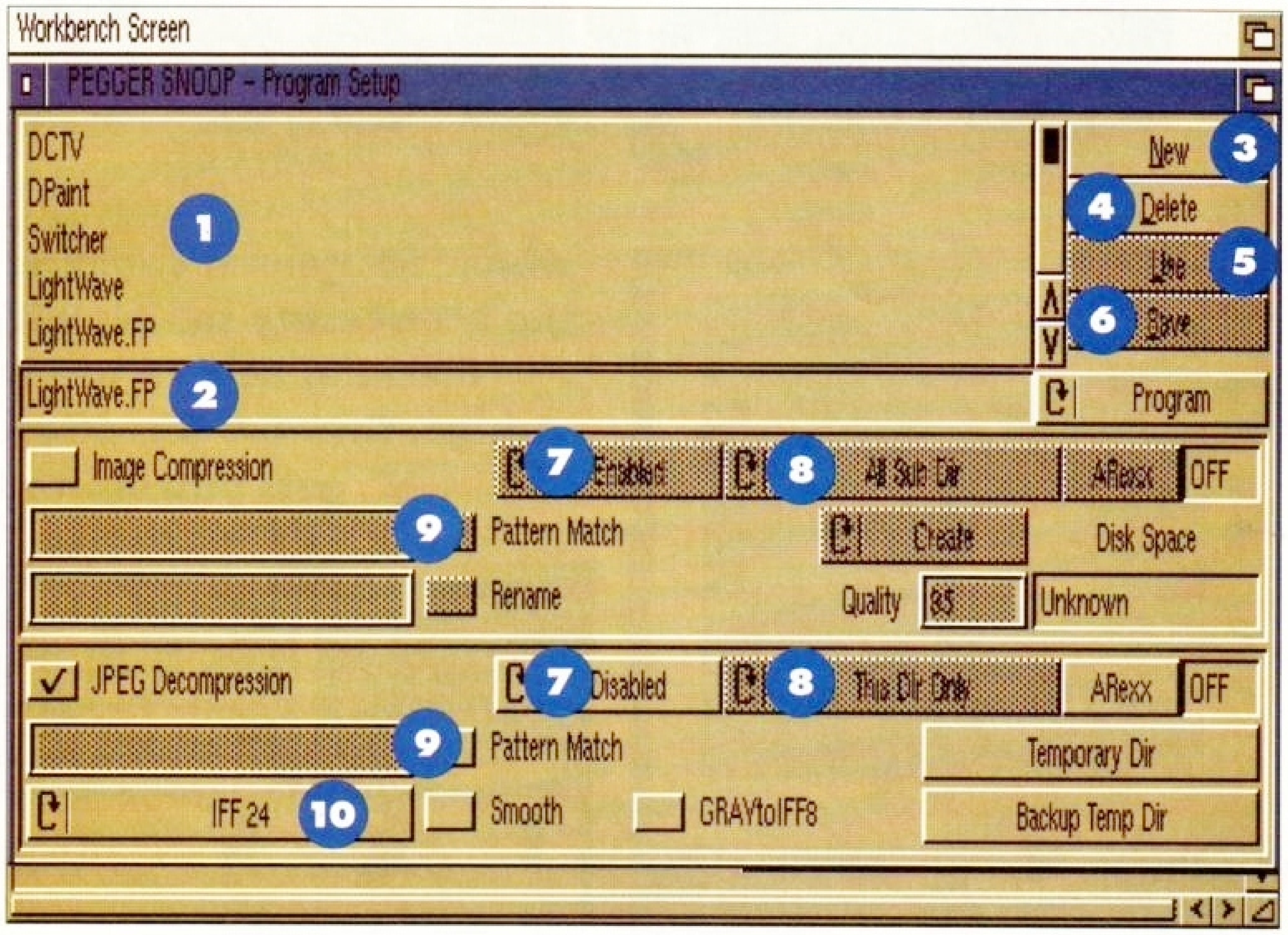
When you run *Pegger* you'll notice that three new icons appear on your desktop, labelled Snoop, CJPEG and DJPEG.

These icons are actually Appicons and dropping an image file on to them activates that icon's application. This is particularly useful with the DJPEG and CJPEG programs because pressing the Next button makes that file the currently selected one.



USING DJPEG

1. **Activity Status:** indicates the current state of the program's activity.
2. **Status Button:** takes you to the status window for more information.
3. **Source File Option Gadget:** cycle between file and batch modes.
4. **Decompress Button:** starts the JPEG decompression process.
5. **Priority Gadget:** sets the task priority.
6. **Next Button:** set up next selected file.
7. **From Button:** select source files.
8. **Image Type:** format for decompressed images.
9. **To Button:** select destination for files.
10. **Rename:** select a new filename.
11. **Smoothing:** enable or disable JPEG smoothing. This can improve an image's appearance.

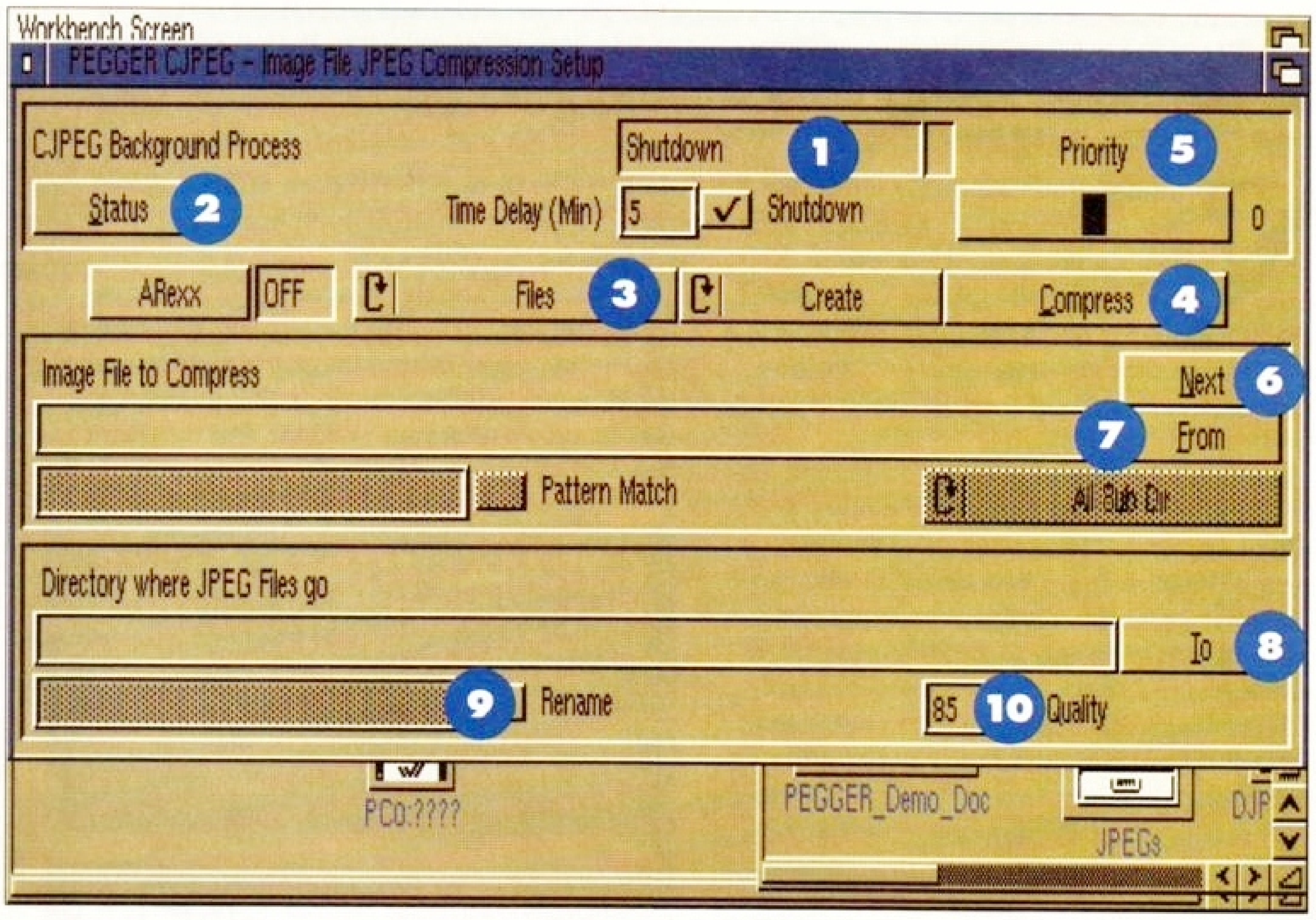


USING SNOOP

1. **Snoop Directory List:** displays all snooped directories or programs.
2. **Snoop Directory Display:** shows you the directory path for the currently selected entry.
3. **New:** select a new directory or program to snoop.
4. **Delete:** delete a snoop directory or program from the list.
5. **Use:** use current settings.
6. **Save:** save current settings.
7. **Enable Gadget:** enable or disable image compression/decompression.
8. **Sub Directory Gadget:** confine snooping to current directory or include sub-directories.
9. **Pattern Match:** enables *AmigaDOS* pattern matching.
10. **Image Type Gadget:** define the image format to be used (includes support for Framestores, DCTV and HAM8 images).

USING CJPEG

1. **Activity Status:** indicates current state of activity.
2. **Status Button:** takes you to the status window for more information.
3. **Source File Option Gadget:** cycle between file and batch modes.
4. **Compress Button:** starts the JPEG compression process.
5. **Priority Gadget:** sets the task priority.
6. **Next Button:** set up next selected file.
7. **From Button:** select source files.
8. **To Button:** select destination for files.
9. **Rename:** select a new filename.
10. **Quality Gadget:** used to define the image quality (the higher the value the better the quality and the larger the file).



I AM 10 — 10 YEARS OF THE AMIGA

The Amiga Disk Operating System, *AmigaDOS*, was never intended for release. Commodore wanted the A1000 to feature an icon-based system, but this ran into production difficulties at a late stage in development. Tim King of Bristol-based company Metacomco managed to adapt a mainframe system for the Tripos computer to create *AmigaDOS*.

Originally, *AmigaDOS* was written in C, but over the years it has been re-written in pure code and many of the commands have been moved into ROM.

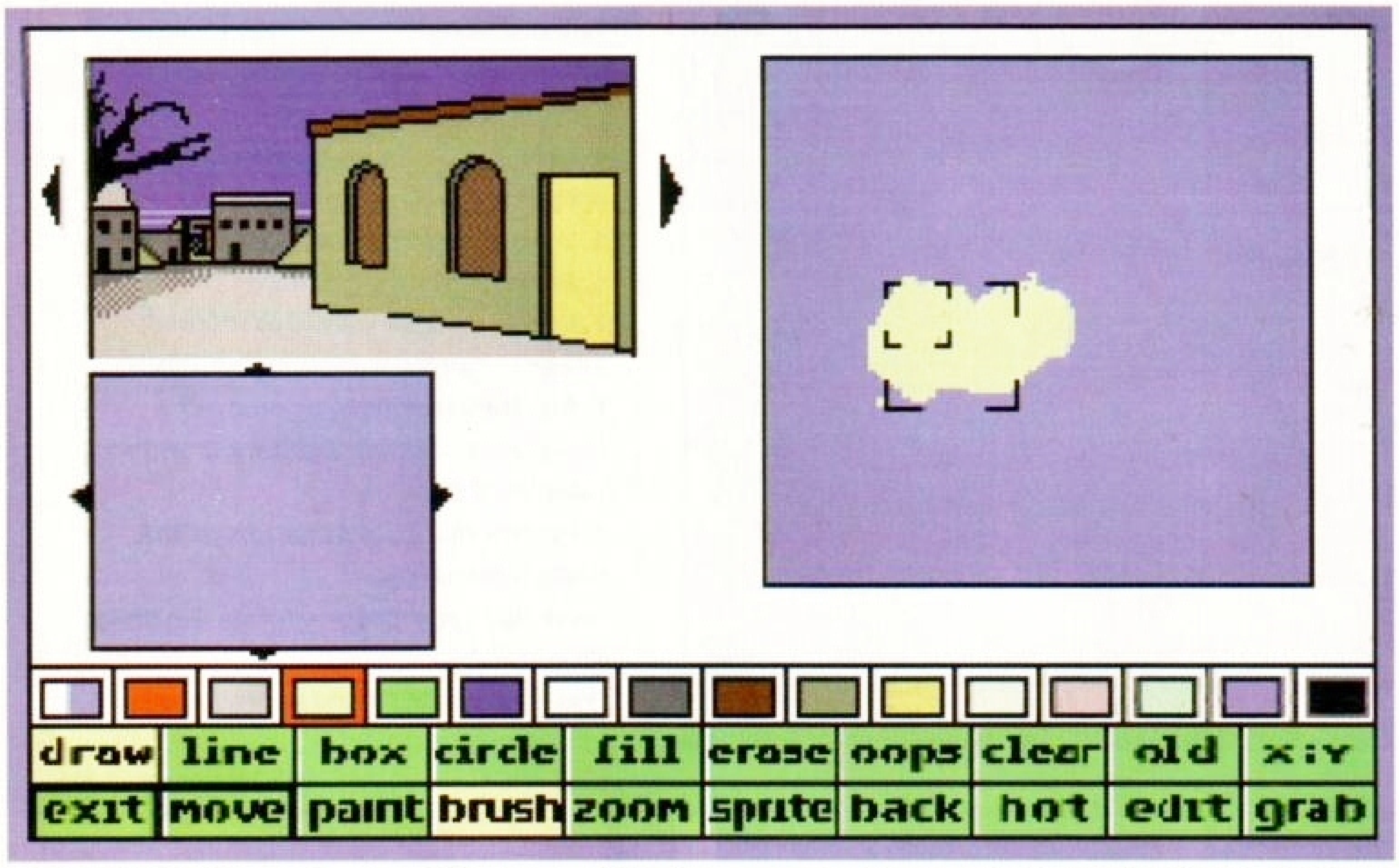
CRUNCH THOSE FILES

There are several ways that *Pegger* can be used to compress and decompress your images. The most direct way to convert images to and from the JPEG format is to use the CJPEG and DJPEG tools. This is fairly straightforward. First, you simply need to select a file using a requester or use the drag and drop method explained in the Drop That Image box. It is also possible to compress the entire contents of a directory by using the batch mode. Next you need to select a destination directory and a new name if you wish. Finally, press the compress or decompress buttons and then after a bit of whirring and clicking your file will be converted to the format of your choice. You can keep tabs on the progress that is being made by switching to the status window by pressing the status button.

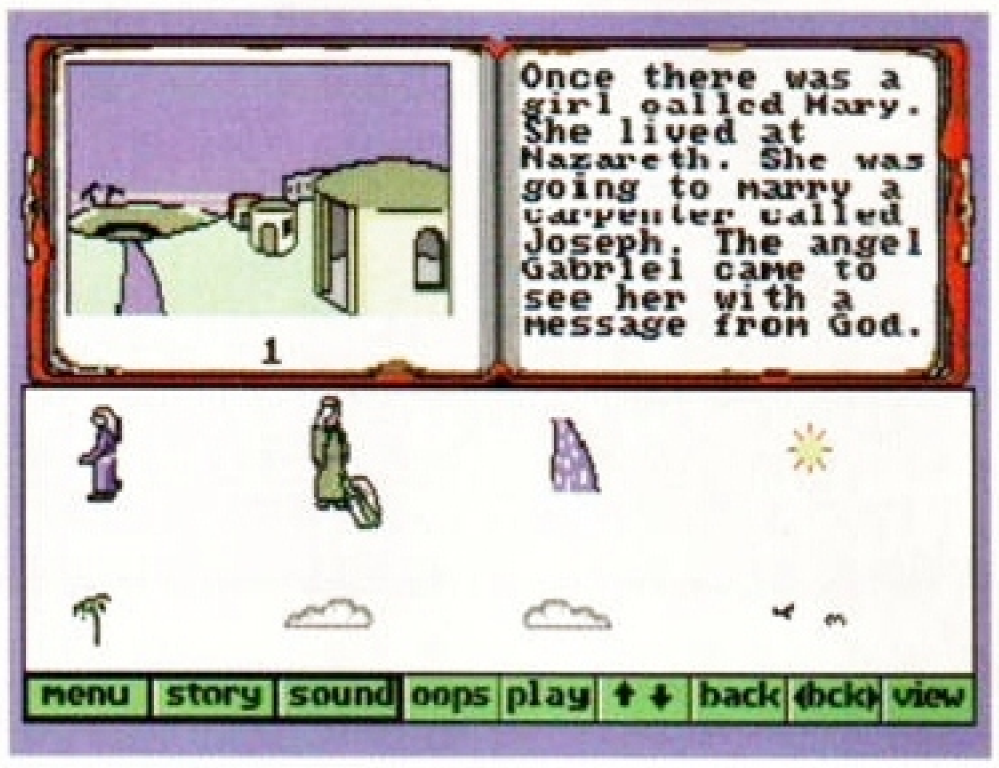
However, by far the best way to use the program is with its Snoop tool. This program can keep an eye on the activities of certain programs and convert images for them in the background. It can also monitor directories for the appearance of new files and can then convert them automatically. If you want *Pegger* to monitor a program you can select it by scrolling down a list of programs. If you can't find the program you're after then select it using the New button. This enables you to select a currently active program via a requester.

Magic Storybook

***Magic Storybook* combines the art of story telling with learning how to use an Amiga. Graeme Sandiford gets you started.**



This is probably the most fun part of the program, it's where you get to draw your backgrounds and sprites. This works pretty much like a simplified painting package: you can draw lines, circles and boxes. The top-left area of the screen is the image that will appear in the story. You can use the area to the right as a scratch pad for drawing brushes which can be pasted into the main image. It can also double as a zoom window. When it does the bottom-left area will show the images being edited at normal size.



This screen is the place where sprites can be added to a story. Sprites can be picked up by clicking on them in the bottom half of the screen, and then placed on the current image. To the right of the main image you'll see the text that relates to the action in the image.

Pressing Oops undoes the last change you made and Play animates the scene. Pressing the View button shows you all the available sprites. You can also move on to the next scene by pressing the right-hand edge of the book and backwards by pressing the left.

Nothing captures a child's attention and imagination like a well-told story, except a computer game that is. I don't know, when I was a youngster I could sit happily for hours listening attentively to a story, but nowadays children won't give anything more than five minutes of their attention unless it beeps or flashes at them

In a rather successful attempt to combine the hypnotic allure of computers with the more traditional appeal of story telling and writing, Jayne and Richard Dunn have come up with the *Magic Storybook.* This is a brilliant program that can be used by kids of all ages to create stories with as many flashes and beeps as they want.

Magic Storybook is basically a story engine that enables children to use the Amiga's talents to incorporate animations, text and sounds into their literary masterpieces. Because the program is designed to be used by children *Magic Storybook* can be made as simple or complicated as is suitable for the child's age.

In order to use this program you'll need to follow the instructions in the Up And Running box on the *Pegger* instruction pages to decompress the program. After you've done that just stick the disk in and re-boot your machine and the *Magic Storybook* will run automatically.

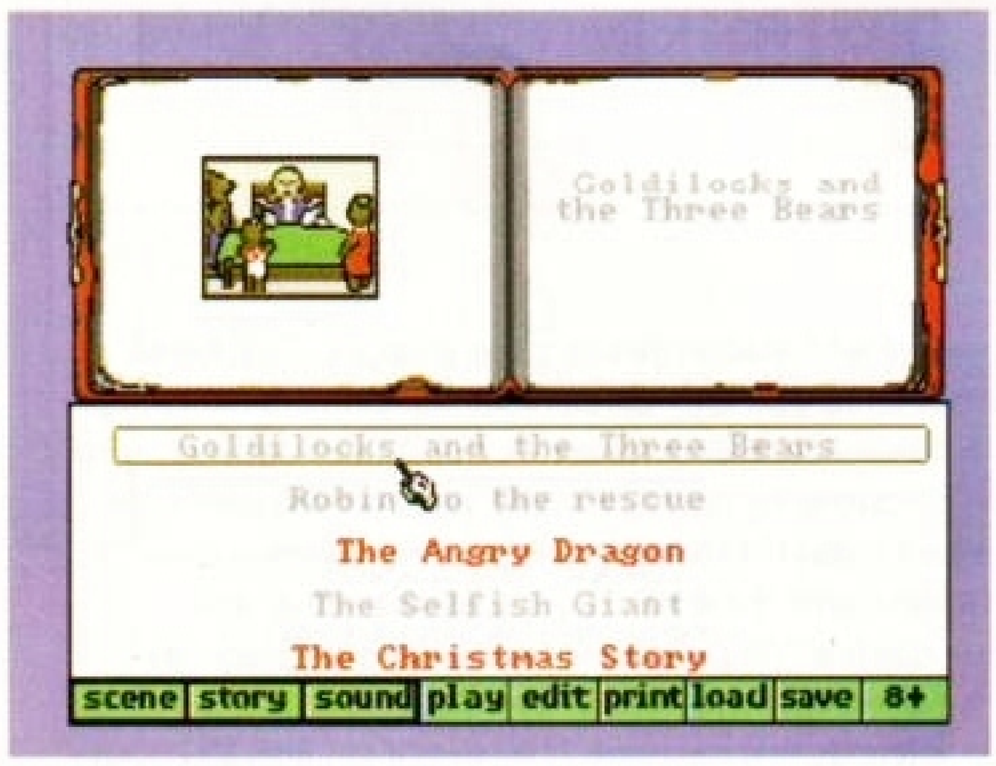
FORMAT THOSE DISKS

As well as having to create a disk called Magic you'll also need to format two more disks to save and load files from. The disks need to be named Workbook and Pictures. Then create directories called Workbook on the Workbook disk and Pictures on the Pictures disk.

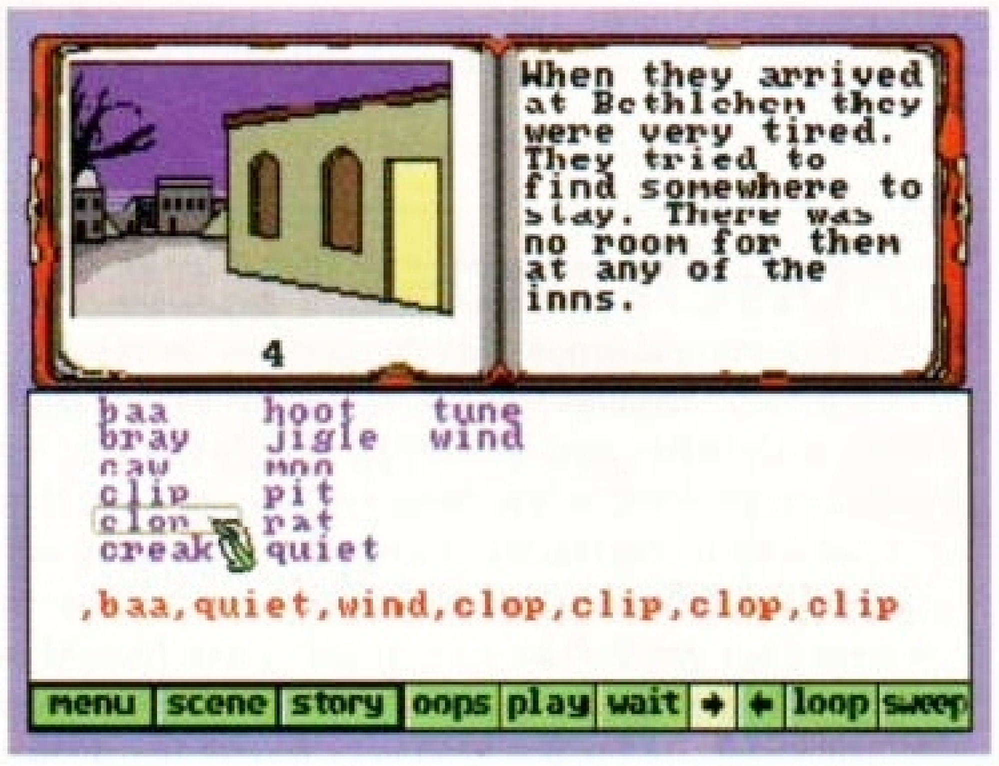


Here's where you add the text for your stories. As with the Scene screen you select the current scene by clicking on either side of the book. To add some words you can either select them from the list in the lower half of the screen or click on the text area of the book and start typing them in.

To add punctuation marks just click on the appropriate button and to scroll through the available words click on the View button. Again, if you make a mistake press the Oops button.



This is the main menu, from here you can edit or view a story. Pressing the Scene, Story or Sound buttons takes you to the appropriate screens. The Play button starts the story. You can advance a page at a time by pressing the left mouse button or the right to stop. In 5+ mode you can't access the print and load options. Another feature only available to 8+ users is the Edit screen.



This screen is used to add sound effects. The words in blue are the available sounds and the ones in red are the ones being used in the current scene. To add a sample click on the blue word with your left button. Samples can be looped and can have pauses inserted. To loop a sample, press Loop and click on the sample. To change the current scene click on the left or right of the book.

SUPPORT SHAREWARE

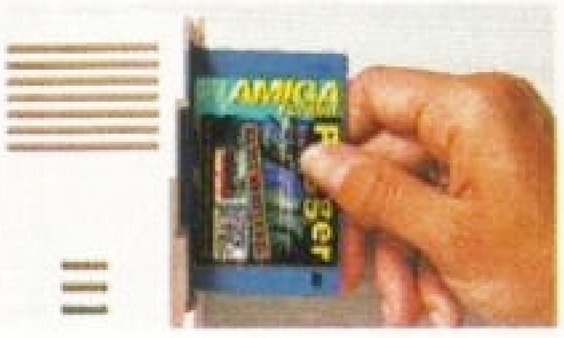
The *Magic Storybook* is a Shareware program. This means if you find it useful you are morally obliged to pay a registration fee. The fee is £10 for UK residents and £13 for others and will get you a 20,000 word manual, tutorials and three new stories.

Send your registration fee (a UK cheque or international money order payable to J Dunn) to: Amiga *Magic Storybook* Registration, 26 Bennet Drive, Warwick CV34 6QJ.

AMIGA FORMAT COVERDISKS

GOT A PROBLEM WITH YOUR COVERDISK?
CALL
0191-584 0682
(MON-FRI 2PM-6.30PM)

EXTRA!



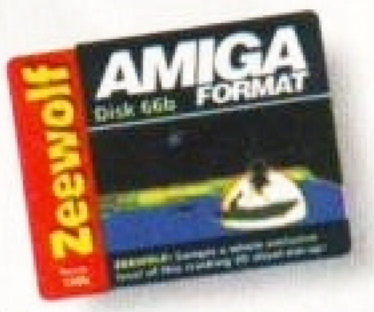
Your Coverdisk should be working fine, but if not, these hints, tips and corrections may sort out the problem for you quickly and easily.

MUSIC-X (AF58)



A600 owners, and anyone else with only Chip RAM, should follow the instructions for A1200 owners, otherwise they will find they have little room for samples. Also, many people seem to be getting a message regarding missing fonts. The fonts are on the disk, OK! If you boot up from the *Music-X* program disk, like it says to do in the instructions, there is no problem. If you want to boot off any other disk, copy the fonts into the FONTS: drawer of your boot-up disk. This is not complicated – it is how the Amiga works (and the PC and the Mac).

ZEEWOLF (AF66)

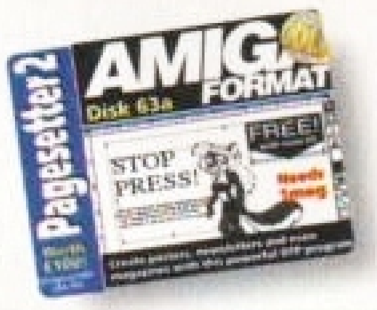


Curious one this. Despite rigorous testing, some of you will have received *Zeewolf* Coverdisks that won't work on your Amiga. This is nobody's fault in particular but a peculiar incompatibility quirk – there is a problem with *Zeewolf* with certain makes of internal disk drives.

Both game producers Binary Asylum and *Amiga Format* were unaware of this incompatibility, but Binary Asylum have now sorted it out, and new versions of the game are now available that work with all internal disk drives.

To get a new copy of *Zeewolf*, return your faulty disk and an SAE to *Amiga Format*, *Zeewolf* Disk, DisCopy Labs Ltd, PO Box 21, Daventry, Northants NN11 5RT.

PAGESETTER 2 (AF63)



There are no problems with this program, but a few people seem to be having difficulty with fonts. *PageSetter 2* works with CompuGraphic fonts, but it needs an .atc file. If your font doesn't have one, *PageSetter 2* won't recognise it.

THEME PARK (AF64)

Not a problem, but a cheat for this rather good demo of a rather excellent game. If you press the C key during the loading screen a message appears, informing you that the cheat mode is active. You will now have lots of cash to buy oodles of rides and things!

PROVECTOR (AF58)

There is absolutely nothing wrong with this Coverdisk, but some of you seem to have been having problems because it uses the ARP.library, as do many other Amiga programs. This library, like all other libraries, has to be located in the LIBS: drawer of the start-up disk. If you are booting up from Workbench, this is the LIBS: drawer on that disk.

The ARP.library is provided with the disk, in the LIBS: drawer, so you can just copy it to your boot-up disk. For example, put the *ProVector* program disk in the drive and type:

```
copy df0:libs/arp.library Libs:
```

THE LION KING AGA (AF67)



A number of people have returned their *Lion King* disks to DisCopy labs and asked for a replacement, even though there is nothing wrong with the Coverdisk. As clearly stated on the disk label and in the instructions *The Lion King* is an AGA-only game, so it only works on an A1200. There is no way that *The Lion King* will work on an A500 or an A600.

LIBS, FONTS AND ALL THAT

There are lots of files and commands associated with the normal operation of software. You may not see them until you try to install software:

LIBRARIES – These are compact routines which are compiled as a separate library. They contain commonly-used routines so programmers can write new utilities without having to re-code all the basic routines all the time. Libraries should be located in the LIBS: drawer of your start-up disk.

FONTS – Amiga fonts come in many varieties, but the most common are bitmap fonts. The majority of programs use the system fonts, but some use their own. In this case, the font must be present in the FONTS: drawer of your start-up disk.

ASSIGN – The assign command is used to make pathname shortcuts. It does this by creating a logical or virtual device – one that doesn't exist, but points to a pathname that does. The usage is:

```
Assign <device name> <path name>
```

So, if you had installed a program from disk called *Paint* and installed it to a hard drive in the utilities drawer, your command might look like:

```
Assign Paint: hd0:Utilities
```

IN GENERAL

A few things to remember about Coverdisks:

- With most disks, it's easier to boot up from the decompressed Coverdisk because this has all the fonts, libraries and devices needed by the program.
- If you boot from another disk, you may have to copy over some libraries and fonts. Use the Copy command or drag the files, having first switched on Show All Files mode.
- To install software to hard disk, you may need an assign or two. The assigns should be of the original disk name and point to the new name.



SLM (AF69)

Here are a few suggestions for weekly training. Players should only train three days a week:

Attackers:
Day 1: Endurance; Gym Circuit; Dribbling.
Day 2: Sprinting; Crosses; Set pieces.
Day 3: Ball control; Dribbling; Set pieces.
Midfielders:
Day 1: Weights; Crosses; Marking.
Day 2: Skipping; Aerobics; Set pieces.
Day 3: Ball control; Endurance; Dribbling.
Defenders:
Day 1: Ball control; Aerobics; Marking.
Day 2: Sprinting; Crosses; Marking.
Day 3: Ball control; Sprinting; Set pieces.
Goalkeeper:
Day 1: Gym circuit; Crosses; Set pieces.
Day 2: Weights; Crosses; Set pieces.
Day 3: Skipping; Sprinting; Shooting.

These aren't the best training routines but it's a start. Try improvising on these yourself and see how the team performs. Strength and fitness routines tend to require a couple of weeks before you see the results, but don't overdo it on these exercises.



KING PIN (AF70)

Our thanks to David Fowler from Coleshill who has discovered a way of getting the *King Pin* demo from *AF70* to work on an A500 Plus running Workbench 2. According to David you should load Workbench and insert the Coverdisk. Then select Show All Files and double-click on the Tool file King Pin. When the argument requester comes up, just click OK and the demo will run perfectly.

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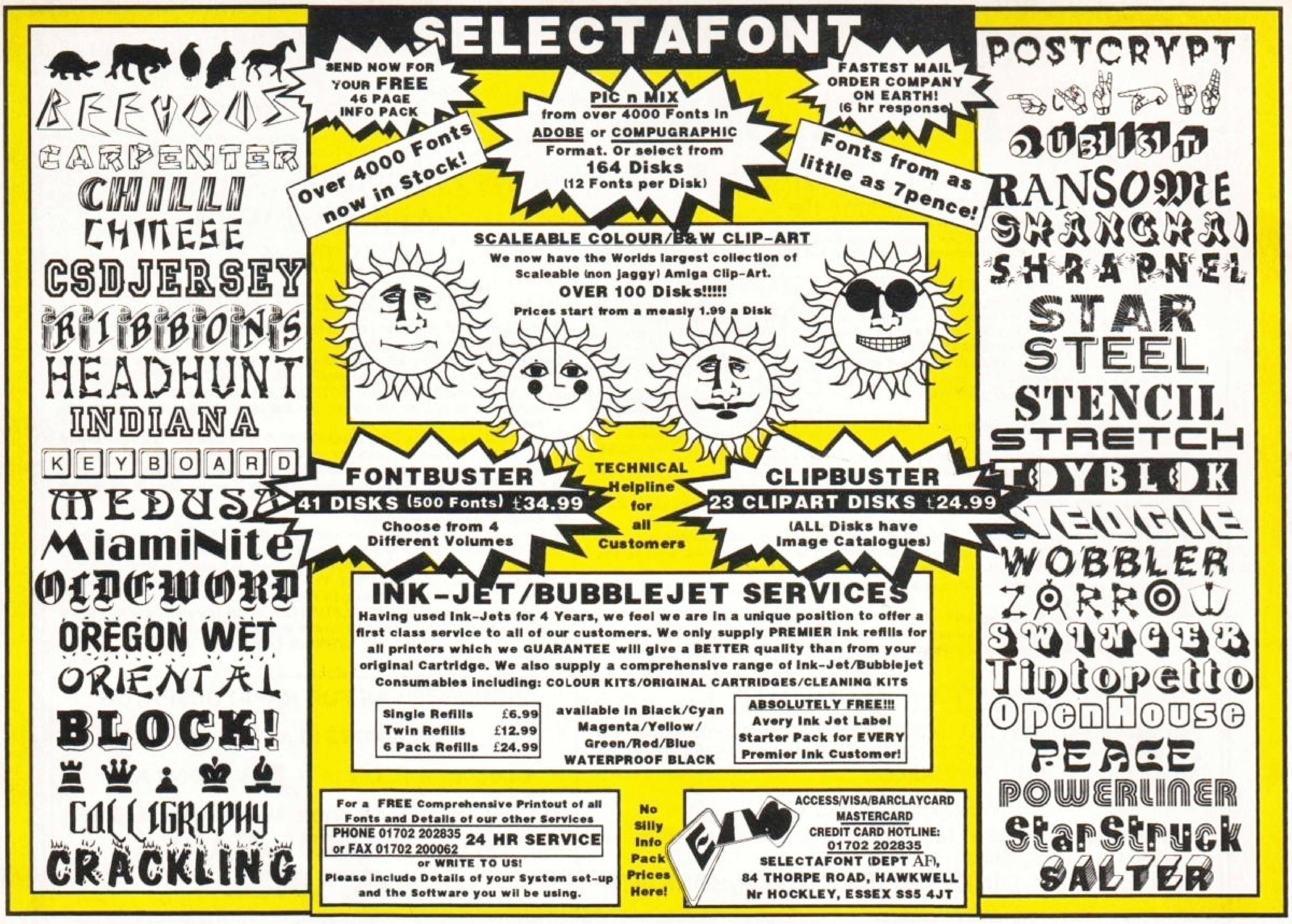
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2 Always read the small print on advertisements.

3 Beware companies that do not include their address on their adverts. Avoid companies which do not answer or return your calls.

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8 When you receive your goods, check them carefully. If anything is missing or faulty, contact the supplier immediately.

9 Always order from the most recent issue of *Amiga Format*.

10 If a problem arises, contact the supplier in the first instance. Calmly and politely tell them your problem. Most problems turn out to be minor hitches or misunderstandings that can easily be resolved without taking the matter further. If you think you have a genuine grievance, contact your local Trading Standards Officer. The number is in the phone book.

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AMIGA FORMAT PRESENTS

What Now?

What can possibly happen to the Amiga next? *Amiga Format* will continue to bring you on-the-spot coverage of events as they take place. Be with us next month to find out what the future holds for you and your Amiga.

Get Blitzed!

If you want to get hold of the latest version of Acid Software's most excellent programming system, look out for next month's creative Coverdisk.

Issue 73

On sale Thursday, June 8

AMIGA FORMAT FORUM



Dale Bradford is your host for the page that gets the industry talking.

Win yourself a superb *Amiga Format* sweatshirt and air your views in the process. This is your magazine and this is your page.

Well, here we are again at the last page of the mag and another *Format Forum*. You may recall that we asked you a couple of months ago:

Assuming the management buy-out succeeds, what is the first thing David Pleasance should do?"

The vast majority of replies all said what amounted to the same thing – get the machines back into the shops and advertise. Several emphasised this by saying "and ADVERTISE!", almost in exasperation. Many of you also said David Pleasance needed to do some serious courting of software publishers too.

All very true, but the following correspondents made some excellent points, in more detail:

On availability, Mark Owen of Waterlooville said simply: "Get machines into shops. I have been waiting months to buy a new Amiga and am getting fed up." You're not alone, Mark.

Alexis Mathers of Nottingham suggested an advertisement should: "Show somebody buying an A1200 and watch them go home, plug it in and go (not like when you buy a PC and have to start loading in mouse drivers and crap)."

Also on advertising, M T Balanzs of Preston said: "Get the adverts done by someone who knows and loves the Amiga (like I do) or maybe use a demo crew." Stand by your phone, M T , I have forwarded your letter to Mr Pleasance.

Oh dear! "They seem to have the publicity instincts of an introverted ostrich," stormed the extremely ruffled 57-year-old (well, she said it) Lois M Ruffle, of Stockton-on-Tees, who bought an Amiga instead of a PC, on her son's advice, but complained that she would have been unaware of the machine without him.

Dominic Parry, a teacher from Liverpool, would like to see *AF* readers band together and invest in the new company: "I would trade in four games – £100 – to know the Amiga would keep going, and it would be nice to have a real stake in the future of the machine we all love so much." Dominic, and several others, also suggested the Amiga should be seen more in the education market: "We have to use Acorns! They are horrible!"

Pete Ingarfield of Selby cautioned Mr Pleasance not to: "Make the mistake of making wild claims against other machines. The Amiga is a good machine, but only in certain things." He went on to praise its low-cost and accessibility but: "The home user is a fickle beast and will drop a product in favour of a cheaper or better one or one whose producers look after the people who make their money for them – the customers."

"Get the machines back into the shops."

According to James Bryce of Alloa in Scotland, the new company should: "Consider selling franchises for shops to be official Amiga dealers and service centres, which will improve customer relations between the manufacturer and end-users." Flying in the face of conventional stereotypes, James also said he would send David Pleasance £2 for a Guinness when the MBO is official.

"Get adverts done by someone who knows and loves the Amiga."

Finally, Chris Bell of Milton Keynes thinks David should target the ornithologists and: "Get a cheep (sic) machine in the shops," while Neil Mohr of Manchester suggested the revolutionary: "Start making a profit." I wonder why Commodore never thought of that?



10 YEARS OF THE AMIGA

In 1985 a PD demo captured the attention and imagination of onlookers at the CES (Consumer Electronic Show). *The Juggler* featured a 3D ray-traced juggling rotund man juggling three ray-traced balls on a chequered floor background. The balls reflected the scene in perfect detail for each frame. Nothing had been seen like it before and it's probably been responsible for selling more Amigas than any other piece of software since.

All the above people will receive a super *AF* sweatshirt, but thank you to the hundreds who replied. Maybe, we'll return to your comments at a later date. For next month, consider the following question:

What do you look for in a good *Amiga Format* Coverdisk?

Please, keep your replies short and try not to think of the obvious. The best answers will be printed in a future edition of *Format Forum*, and will win their authors a spankingly trendy *AF* sweatshirt. Please send your answers to Coverdisk Question, *Format Forum*, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

How to contact us

The best way to get an answer from *Amiga Format* is to make sure you're addressing your letter to the right person (or, indeed, department)...

- We get hundreds of letters and faxes a day, so we can't reply in person.
- *Amiga Format* is available for enquiries by telephone every Tuesday between 10.30am and 5pm, but please make sure your telephone call is really necessary.
- Our advertising complaints department can help with problems with companies who advertise in *AF* if you phone during normal office hours.
- Our subscriptions service and the *AF* Mail Order department can be contacted on 01225 822511.

WORKBENCH: If you have any problems with the technical side of your Amiga, we'll answer you in the mag. If you have advice or tips for other readers, send them in and you could win a prize.
Workbench, *Amiga Format*,
30 Monmouth Street, Bath BA1 2BW.

GAMEBUSTERS: If you've found a cheat mode, mapped out the levels, or found all the passwords for the latest game, send the info to Steve Bradley and you could win a prize. Or, if you're stuck, ask Helping Hand for advice.
Stephen Bradley, GameBusters, *Amiga Format*,
30 Monmouth Street, Bath BA1 2BW.

READERS' LETTERS: The letters pages are there for you to air your views and share your opinions; please remember not to ask questions that should be in Workbench!
Letters To The Editor, *Amiga Format*,
30 Monmouth St, Bath BA1 2BW.

COMPETITIONS: To enter a competition, write the answers and your name, address and phone number on the back of a postcard.
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